

TECH JOURNAL

TAKE III

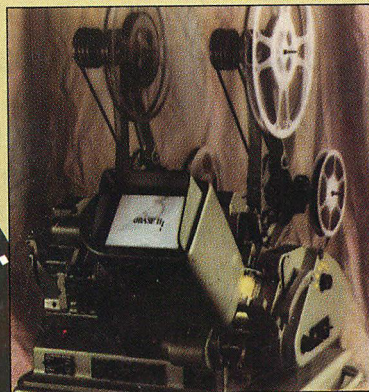
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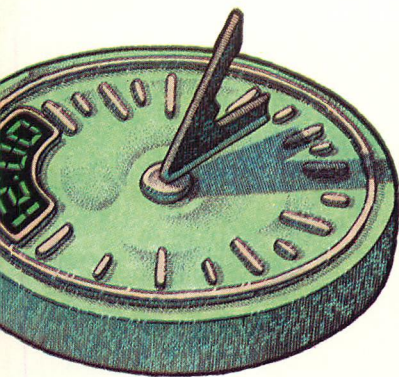
19 DEBUGGERS FOR THE IBM PC

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THE IBM PC AND SNOBOL4





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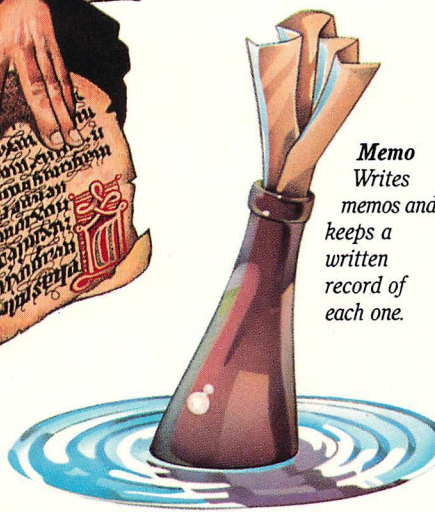
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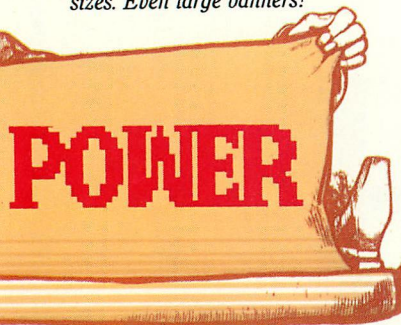
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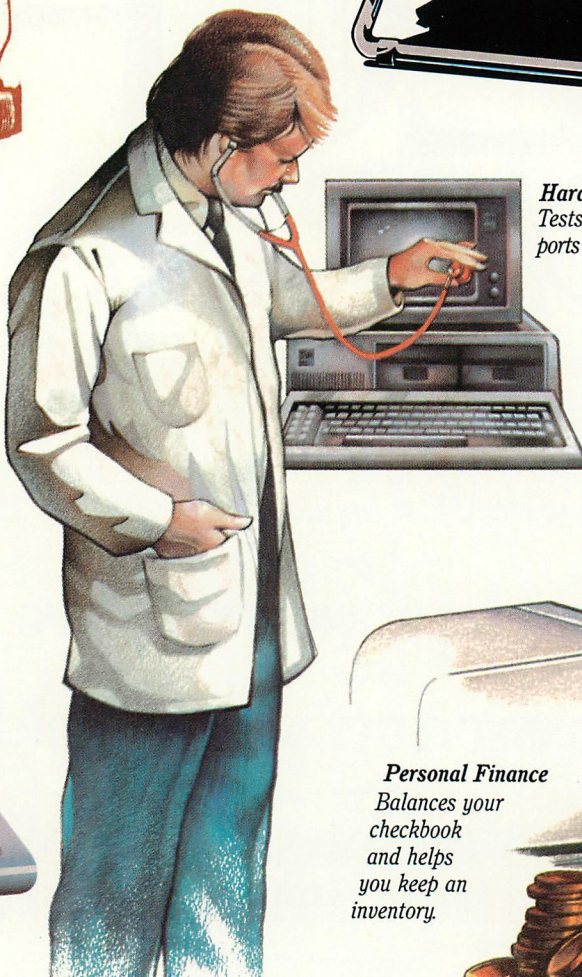
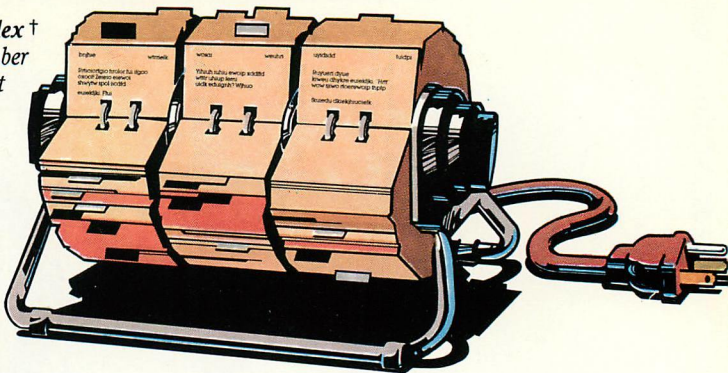
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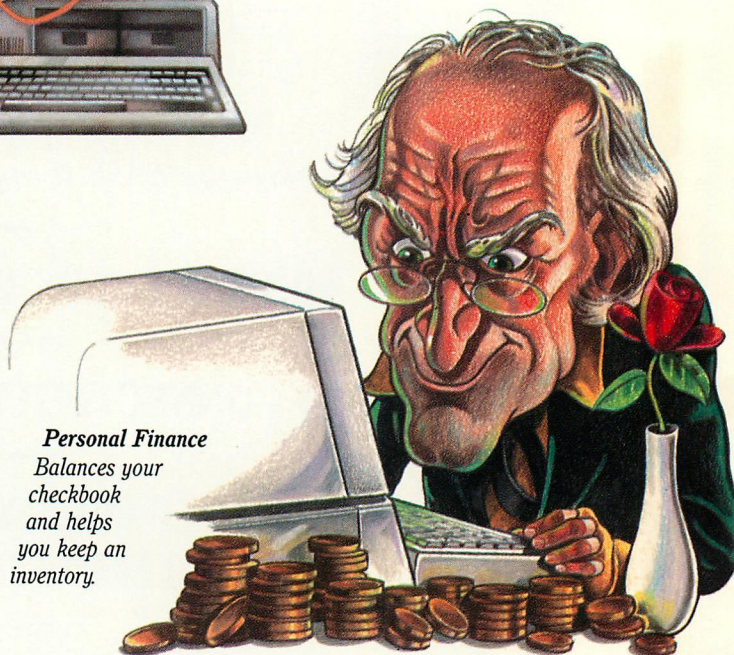
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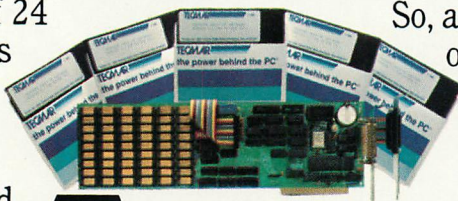
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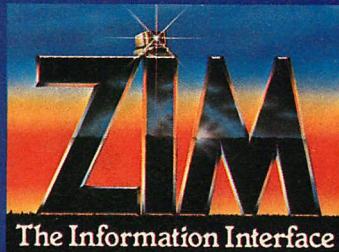
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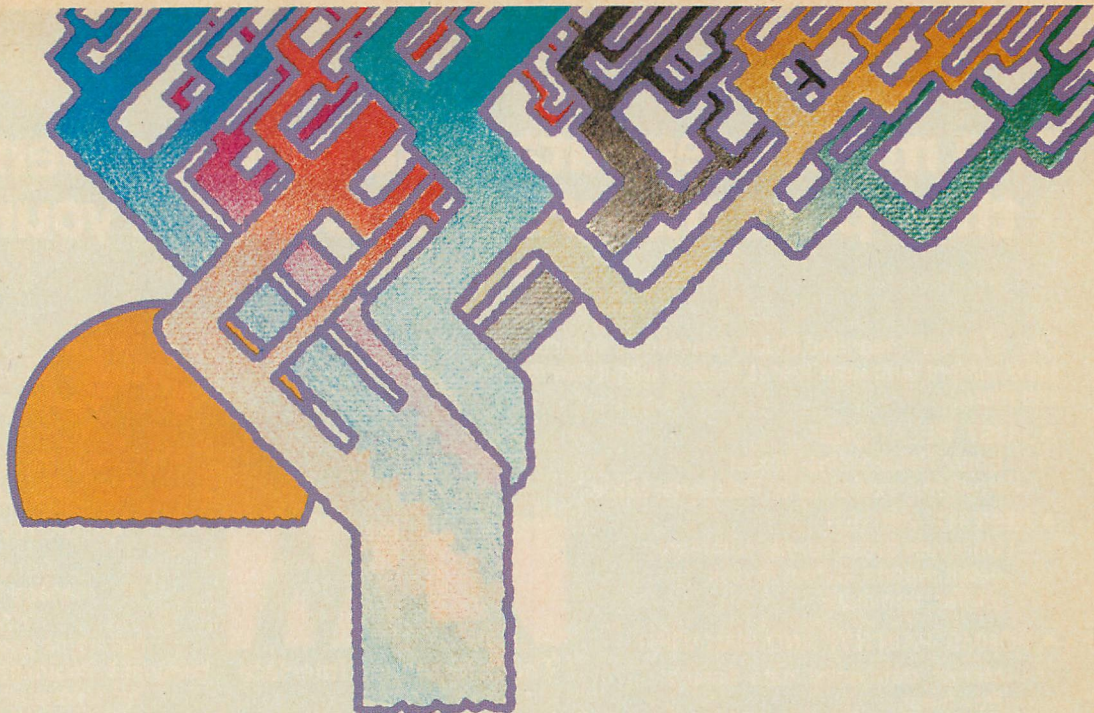
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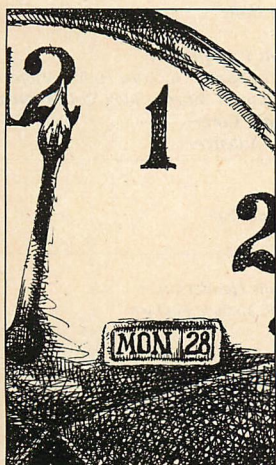
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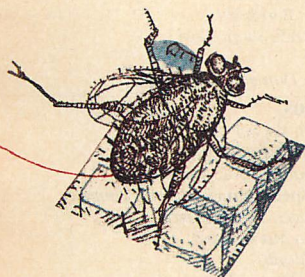
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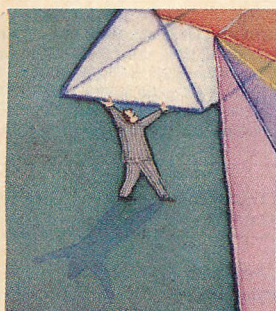
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VOL. 3, NO. 1

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301/576-0770. The Source ID STY682.

ADVERTISING OFFICES

(East Coast) One Park Avenue, New York, NY 10016. 212/503-5100.
(Midwest) 180 N. Michigan Avenue, Chicago, IL 60601. 312/346-2600.
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SUBSCRIPTION INQUIRIES

PC TECH JOURNAL, P.O. Box 2968, Boulder, CO 80321. Subscription service:
800/631-8112. Back issues: send \$7.00/copy to PC TECH JOURNAL, Box CN,
1914, Morristown, NJ 07960.

PC TECH JOURNAL (ISSN 0738-0194) is published 12 times a year, \$29.97 for one year,
\$52.97 for two years, \$69.97 for three years. Additional postage \$12 for Canada & Foreign by
Ziff-Davis Publishing Company, One Park Avenue, New York, NY 10016. Application for
Second-Class Postage Rates pending at New York, NY 10001. POSTMASTER: Send address
changes or subscription inquiries to P.O. Box 2968, Boulder, CO 80321.

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Adventures in COMDEXland

"Did you see anything new and exciting?"

It doesn't matter who I run into at a trade show like COMDEX. It could be a friend. A vendor. A fellow member of the press. One of my associates. My boss. Anybody. Every one of them shares a common characteristic: they all ask me the same question.

"Hey, Will! What have you seen that's new and great?" Or this variant: "Will! What's hot this year?"

It's an occupational hazard, I guess, just like all the people who find me just before Thanksgiving to ask me about the state of the Christmas computer industry. For the last few trade shows, however, the answer has been hard to find. I just haven't come away saying "WOW!"

Don't misunderstand: there certainly have been things at these shows that have taken my breath away. But what I go looking for are clues that will help me understand what is going to happen over the long haul, not just the pretty sights along the way. Insights gained from observing the industry in this way are far more valuable and lasting than excitement over someone's new spreadsheet package.

I came away from COMDEX '84 pretty confused.

DATA MANAGEMENT SYSTEMS

Silly me. I thought we were coming to a point in time at which vendors and products would begin to shake out and we would see the effect of the market at last. Instead, COMDEX witnessed a number of new

information management products, some obviously well-financed. There were almost no casualties.

It seems clear to me that the industry is still in a high state of confusion over data management software. I see a lot of competent products out there and an equal number of technological and marketing strategies for them. I also see an important failure: no strong metaphor has emerged that provides the vital connection between the realities of human perception of information and the realities of storage and retrieval on computers. Some of the products on the market have superb human interfaces. Some of the products on the market have superb data management capabilities. None seems to have both.

Spreadsheet programs provided an immediate, visible metaphor. Every accountant and clerk saw an electronic ledger in front of their eyes, and they were off and running. The problem with information that is more general than numbers in a matrix is that each one of us thinks about it differently. As with word processors, we tend to choose information management software that suits our *tastes* more than our *needs*. And that kind of selection criteria tends to let the market run wild, producing more programs than we are possibly able to evaluate and then relying on us to choose subjectively among them.

Worse, when we all use different managers we create a data in-

terchange problem of vast proportions. Almost every package worth its salt includes extensive import/export capability, but that is hard for the vendors to sustain and hard for us to assimilate.

Individual vendors will claim that their packages address these issues. I have yet to see it, and it is a continuing disappointment.

LOCAL AREA NETWORKS

I attended an interesting press conference hosted by Software Connections at which "The Year of the LAN" was announced. Oh, by the way, 1985 is the year of the LAN.

Well, okay, maybe. What was interesting about this particular conference was the panel. I have never seen that many LAN biggies in one place at the same time! I didn't even know they talked to one another. The panel included Bill Krause (3COM), Ray Noorda (Novell), Ken Biba (Sytek), Charlie Bass (Ungerman-Bass), Joe Hughes (Corvus), Dr. Charles Geisler (3M), Harry Saal (Nestar), and Bruce Bastl (Software Connections).

The superficial purpose of the meeting was to announce that LANs have arrived and to demonstrate unity among the vendors to that effect. However, the real purpose of the meeting, I think, was to demonstrate that the companies represented were still in business in the wake of IBM's announcements about local area networks. Sytek is obviously still in business.

There were only two really good points made. Charlie Bass, in an hysterically funny five minutes, pointed out that every year since 1979 has been referred to as *the* year and that he was having a generic "Year Of The LAN: 198_" slide made that would hold him for at least five more years. Harry Saal of Nestar, though, made the key point: at the moment, no software system or application exists that will drive PC owners to LAN, as VisiCalc drove us to PCs in the first place.

I agree with Harry and Charlie. LAN software is not standard (although Novell is doing a good job with NetWare) and is complicated. Applications are not yet ready to run on networks. In short, we cannot just pull software out of the box and run it, necessarily. I think the situation is far worse at the moment because of this complexity. Only two developments make me think that there may be light at the end of the tunnel: IBM's network (no matter what it is, it is IBM) and Novell's NetWare (the *only* thing two different networks are likely to be able to have in common).

A final note on LANs. Five of the eight panelists had, shall we say, uncomplimentary remarks about IBM, noting IBM's five LAN announcements in the last year and pointing to the confusion of it all. Those not mentioning IBM? Software Connections and Novell (because they are *software* companies and could care less about the underlying hardware) and Sytek (because it is in the driver's seat).

MODEMS

2400 baud is here.

We suspected its imminent arrival before COMDEX, but all the modem companies were showing off the new boxes. I stood back from one of the booths for a while and listened to what visitors had to say to the vendor. Big question: "Who can I talk to at 2400 baud?" Slickest answer: "Most of the inter-

est in our new product comes from companies wanting to do file transfer faster than 1200 baud allows."

I think we can look for more and more of the public services to offer 2400 baud service, possibly at a premium, because the cost of the new modems is good. That is, the cost is much less than twice the cost of the 1200s. We are going to see a lot of action here.

By the way, kudos should go to U.S. Robotics for printing the reference card on the bottom of their unit and providing easy, open access to the configuration switches.

GRAPHICS

Zip.

I expected to see a flurry of activity in the wake of the new IBM graphics subsystem announcements. I guess I figured that software vendors would be pitching their software in a new hardware context, while hardware vendors would be extolling the virtues of their hardware over IBM's. Neither seemed to be happening.

The point here is that IBM's new offerings allow powerful graphics workstations to be built out of XT's and AT's. For software companies in the graphics industry, this should be terrific news because a complete IBM hardware solution is attractive to the customer base. I am positive we will see this: I am just surprised that it was not visible at COMDEX '84.

COMDEX

Computer trade shows, except a few very strong, very narrow shows like SIGGraph, are in the doldrums.

A lot of journalists have already remarked on this fact, offering their own reasons for the malaise. Many of their theories center on the absence of any new, big announcement that will dazzle everyone. I have a slightly different theory.

Computer trade shows, especially the big ones, are still driven by technology. A lot of computer

types visit; sometimes it seems the more technical, the better (even the techies wear coats and ties now, so they are sometimes harder to spot). And in the booths, the representatives are either technical themselves or know whom to collar to get a question answered. Other kinds of large trade shows (such as an automotive show, for example) are *marketing* driven. The most-often-asked question at such shows is not "What's neat?", but rather "What's sellable?" This is a very important, although subtle, distinction.


Las Vegas and Sheldon Adelson, the president of The Interface Group, are a little angry at each other. Mr. Adelson was fighting for us by trying to get more hotel rooms blocked out. Las Vegas refused, because computer conference delegates don't gamble as much as average folks and COMDEX rolled over into lucrative weekend time. Las Vegas and Mr. Adelson will kiss and make up, however, because over the next few years COMDEX, and the other big computer shows, will become ever more driven by market considerations. And it is those sales and marketing types, and those entrepreneurial dealers, who are always willing to roll the dice.

Don't worry, Las Vegas. We'll be back, more fun than ever.

PRODUCT OF THE MONTH

This first issue in 1985 marks the debut of a new monthly department for *PC Tech Journal*. It is called Product of the Month.

Each month our technical editors and I will choose a product to feature based on programming detail, excellence in human factors and design, and applicability to the needs of our readers, advanced users of the IBM PC family.

A complete technical review of the product will appear in a subsequent issue of *PC Tech Journal*. See page 187 for our first Product of the Month, Turbo Pascal. 

WHY DEBUG YOUR PROGRAM IN ASSEMBLY LANGUAGE WHEN YOU WROTE IT IN ONE OF THESE...

ATRON Announces Source Level Software Debugging

Without source level debugging, the programmer must spend time mentally making translations between assembly language and the C, PASCAL, or FORTRAN source code in which the program was written. These tedious translations burn up valuable time which should be spent making critical product schedules. The low level hex and symbolic debuggers available today are superseded by ATRON'S solution — Source Probe.

HOW TO SINGLE STEP YOUR SOURCE CODE AND KEEP CRITICAL DATA IN VIEW

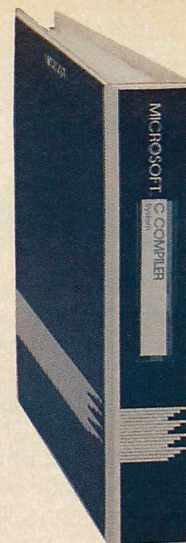
With Source Probe, you can step your program by source code statements. While stepping, a window which you define can display critical high level data structures in your program. The next several source code statements are also displayed to give you a preview of what the program will do

HOW TO DISPLAY DATA IN MEANINGFUL FORMATS

Why look at program data in hex when you defined it to be another data type in your program. Source Probe provides a formatted print statement to make the display of your variables look like something you would recognize. You can specify data symbolically too.

FIND A BUG — FIX IT RIGHT NOW

Source Probe provides an on-line text editor to allow you to log program corrections as you find them while debugging. With on-line display and editing of source files, the time lost printing and looking through program listings can be eliminated.



A SNAP SHOT OF REAL TIME PROGRAM EXECUTION — BY SOURCE CODE !

When Source Probe is running on ATRON'S PC PROBE hardware, the real time execution of the program is saved. You can then view your source code as it executed in real time — including all the changes the program made to your data variables.

HOW TO FIND A BUG WHICH OVERWRITES MEMORY

When running on PC PROBE, the Source Probe can trap a bug which overwrites a memory location. Because complex pointers are normally used in high level language programming, this bug occurs frequently and is very difficult to find.

A BULLET PROOF DEBUGGER

What good is a debugger that can be wiped out by an undebugged program? With Source Probe running on PC PROBE, the software is write protected and cannot be changed.

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A BUREAUCRAT'S GUIDE TO WORD PROCESSING

Now, if it were you or I and we wanted a word processing program for our IBM-type PC, we'd probably stop off at our local computer store and simply diddle with a few.

You and I, however, are not the U.S. Department of Agriculture.

(Nor any of its permutations of subsystems like the Economic Research Service, National Resources Economics Division, Data Services Center, etc., etc.)

So when the USDA told ERS to tell NRED and DSC to look into a truckload of w.p. programs for all their PCs, the last thing they wanted was simple diddling. Their dedicated Wangs and Lexitrans were far too few to handle their needs, their IBM® PCs weren't

THESE ARE THE PACKAGES THE COMMITTEE EVALUATED:



compatible with them anyway, and nobody really, quantifiably, knew from word processing with a personal computer.

Definitely not a diddling-mode condition.

As they put it in *The Exchange*, an internally distributed publication of the Department of Agriculture: "A needs assessment showed that, in the long-term, a word processing system is needed that can increase word processing capability and also be compatible with ERS' Long Range Information Management goals."

Well, "Needs assessment" led swiftly to "procurement action," which galloped into an "objective review" of the eight top-rated PC programs on the market (as compiled by *The Ratings Book* published by *Software Digest*), along with WordStar® and Display Write 2, because they had some around.

Thus armed with the names, the final evaluators (a team of secretaries from NRED who would be the primary users of the PC software) became armed with each of the programs, along with checklists to record such things as ease of use, advanced features, and similarity to their existing dedicated equipment.

Since NRED has some hard disk base systems, any packages that were copy-protected could

not be transferred to the hard disks, and were eliminated on that basis alone. OfficeWriter™ and SAMNA WORD™ II were the first to go.

Next, IBM's Display Write 2: because it's "not compatible with other software used in ERS (like Lotus™ 1-2-3™, dBase II®, etc.)," and it's "full of confusing menu options and cryptic error messages." Au revoir IBM.

Then, three more, for a variety of reasons. Which left:

Volkswriter® Deluxe™
MultiMate™
Leading Edge™

Volkswriter® Deluxe? "Too complicated and confusing." Not "easy to learn or use."

MultiMate? Not bad. It actually tied the winner in a few categories.

The winner being the one that won 82% of the votes in the Ease of Use/Ease of Learning categories. The one about which they said, "The ability to store deleted text and automatic document backup features were both highly desirable." The one they thought they'd quickly "be able to use... for their day-to-day word processing tasks."

The whole process took some three months of work by people in DSC to support the NRED in its work with the ERS and DSC to make the world a better place for the USDA.

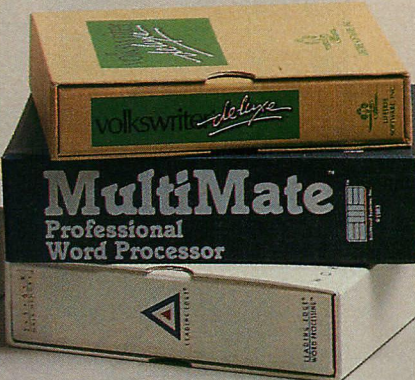
But the results were well worth the wait. Because at last they've solved their word-processing problems...

"With Leading Edge!"



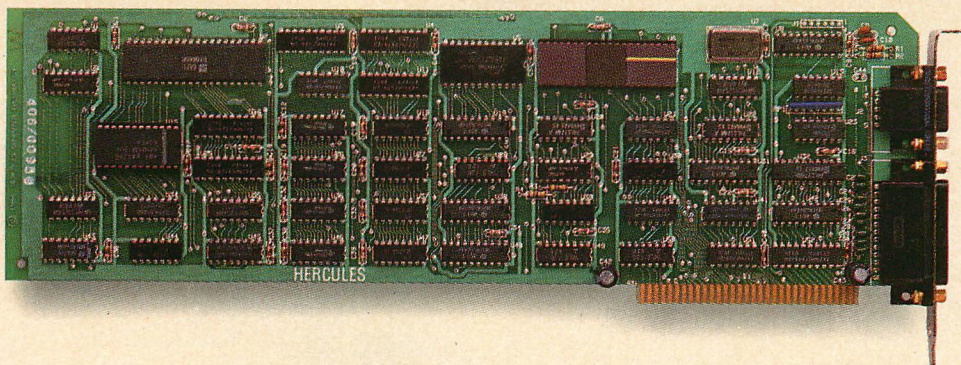
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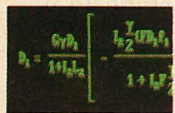
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Microprocessor 16/24-bit 80286* Real and protected modes*	Languages BASIC, Pascal, FORTRAN, Macro Assembler, COBOL, APL
Auxiliary Memory 1.2MB and 360KB diskette drives* 20MB fixed disk drive* 41.2MB maximum auxiliary memory*	Printers Supports attachment of serial and parallel devices
Keyboard Enlarged enter and shift keys 84 keys 10-foot cord* Caps lock, num lock and scroll lock indicators	Permanent Memory (ROM) 64KB Clock/calendar with battery*
Display Screen IBM Monochrome and Color Displays	Color/Graphics Text mode Graphics mode
Operating Systems DOS 3.0, XENIX*	Communications RS-232-C interface
	Networking High-performance, high-capacity station on the IBM PC Network*

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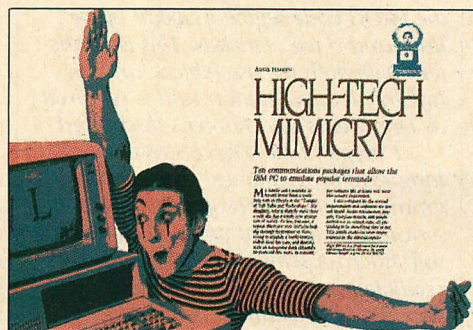
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FURTHER EMULATION

The article "High-Tech Mimicry" (Augie Hansen, September 1984, p. 46) left out PC-VT. PC-VT is program for the IBM PC that emulates Digital Equipment Corp.'s VT100 and VT102 video terminals.

Among the capabilities of PC-VT are: terminal set-up screen forms identical to SETUP A and SETUP B of the VTs; a cursor-type UL/block select from SETUP B; simulation of PF1-PF4 keys; VT52 emulation; ANSI/VT52 selection; scrolling region; cursor keys on the numeric keypad and the function keys, plus special keys set up for the EDT editor; reverse-screen mode; wraparound ON/OFF; settable tabs; full VT102 emulation; select graphic rendition; LED display, with line 25 used as a status line to display program and comm line status; and BREAK signal key.

PC-VT also provides a Hayes-compatible dialing directory, ASCII and XMODEM file transfer protocols, support of DOS 2.x path names for file transfers, LPT1 as a local printer, COM1 or COM2 serial port, and the NO SCROLL key.

I distribute the program as user-supported software. I will send a copy of PC-VT plus documentation to anyone who sends me an IBM-formatted DSDD diskette, a mailer, and return postage. Send your request to 9067 Hillery Drive, San Diego, CA 92126.

Mark C. DiVecchio
San Diego, CA

BUT WHAT ABOUT COMPATIBILITY?

You more than atoned for a poor June issue (devoted entirely to dBASE) with the November issue—a nice mix of product reviews and programming subjects. Thomas Hoffmann's hard-disk review ("Ten by Ten," p. 52) was especially timely and well-done. There simply is no source of good, unbiased information about such products other

than thorough head-to-head comparisons, as Hoffmann did.

One item that I wish he (and other reviewers) would address is the hardware and software compatibility of the product they are reviewing with very popular expansion products. This is especially true for AST and Quadram hardware and software because they are so widely used and now sold at IBM Product Centers (AST boards). Since Hoffmann did not report any conflicts, may we assume that his Persyst hardware, RAM drive, and spooler ran perfectly with all the hard disks tested?

Again, my compliments on a well-done issue and hard-disk review.

J.T. Keuler
Seattle, WA

The hardware ran fine with all of the fixed-disk units tested, but I did not test any RAM drive or spooler software with them. I can't think of any reason why they would not be compatible.

—Thomas Hoffmann

THE LANGUAGE OF THE SIXTIES

Gregg Pettit claims, "Assembly language is a powerful and useful tool; it can make a computer do anything within that computer's capability" ("Best of Both Worlds," September 1984, p. 151). And after arguing that you have to be an "expert programmer" to do anything that could be considered useful in a higher-level language, Pettit claims that "... for developing utilities, general-purpose programs, interactive graphic games, etc., assembly language is probably still the best choice ..."

Nor is there a shortage of assembly language elsewhere in the book. A second article extracts from Chris Morgan's *Bluebook of Assembly Language Routines* ("Strings," p. 111), and a third ("Assemblers without Ulcers," Eric S. Raymond, p. 173) claims that "Macros

can enable you to turn your ASM-86 into something resembling a structured programming language." Raymond's views of assemblers is a little more to my liking; he calls them "notoriously tricky, unforgiving beasts that embody all the most frustrating characteristics of dealing with computers."

Please, folks, can we leave the 1960s and get on with computers. In 1965 when IBM announced the 360, everybody went rushing out to write huge, lumbering, unmaintainable programs in assembly language. People said, "We have to write in assembler because there's no alternative."

Two decades later I find that the voices have not changed, but the excuses have evaporated.

The time it takes to learn C or PL/1 well may be a small percentage higher than the time it takes to learn assembly language well, although I doubt it. The time it takes to write a program in C or PL/1 and get it right is certainly much less than the time to write the same program in assembly language—even with the many "structured programming" macro sets such as the one Pettit upholds or the one Raymond starts to write. Furthermore, a programmer's time has to be worth more than CPU time—although not all readers seem to realize how radical a change this represents from 1965.

A few lines of assembly language here and there may be excusable if you have a brain-truncated CPU that limits your memory space to some small multiple of 64KB, or that requires magic instruction to do I/O operations. That is no excuse for writing general utilities in assembly language—especially since there are decent compilers for C and other languages. Let's move programming into the 1970s, at least.

In fairness to Raymond, he does provide the programmer with an alternative: a way of using a few lines of as-

sembly language here and there when working in a high-level language.

Ian F. Darwin
Toronto, Canada

PROBLEMS WITH PROG

Ron Bauman's illustration of the use of the DOS 2.0 EXEC function ("BASIC Elegance," October 1984, page 181) would have been very useful to the reader if someone, somewhere along the line, had actually assembled, linked, and run the program. The program, as shown in the listing, will crash on execution because the IBM Macro Assembler appears to combine segments of the same name before they are organized according to class; unfortunately, it moves the small "dummy" PROG segment (defined right after the group definitions) back to the main PROG segment, which contains the actual code. This results in the linker seeing the "code" class *after* it has encountered the "data" class, so all of the program code follows the end of the stack. Since the overlays and the child programs are directed to load at the end of the stack, they overwrite the spawning program. Then when the child process is exited, control returns to the location of the overwritten code, and it's time to reach for the big red switch.

The problem is solved simply by renaming the dummy segment to something other than prog. Then the program performs as advertised. Admittedly, IBM's documentation for version 2.0 of the linker implies that Bauman's listing should function correctly, but the real world has shown otherwise, and as always, it has the last word.

Thanks for the opportunity to sound off. We enjoy your magazine.

Robert L. Wears, M.D., FACEP
Donald R. Kamens, M.D., FACEP
Wears & Kamens Computing
Jacksonville, FL

My thanks to Drs. Wears and Kamens for identifying a fix that is needed in order to build BASLDR correctly with the IBM Macro Assembler.

They have noted one of the many bugs inherent in the IBM Macro Assembler that caused me to abandon it last spring in favor of Microsoft's Macro Assembler, version 1.25. I apologize for not explicitly stating in the article that Microsoft's Assembler was used to assemble the source as printed.

Though the page headings on the listings indicate the sources were assembled using the Microsoft Assembler, no one thought to test the assemblies using the IBM assembler. The PROG segment

declaration at the beginning of BASLDR is intended to force the linker to order the PROG code segment ahead of the data and stack segments. This is consistent with both the assemblers' and the linkers' documentation and is required as Drs. Wears and Kamens discovered.

I suggest that 8086/88 assembly language programmers consider upgrading to the Microsoft assembler for serious development work. The Microsoft Macro Assembler, a later and more credible version of the IBM Macro Assembler, has remained compatible, so changes to existing sources would not be necessary. The savings in time not spent in finding work-arounds easily outweighs the \$85 or so spent on the Microsoft Assembler.

—Ron Bauman

A WINNING RELAY

I have been using the Relay software package for some time and was pleased to read the article, "Instant Relay," (Augie Hansen, October 1984, p. 94). Relay is an excellent package and deserved this informative review.

One point not discussed was that to achieve the voice/data switching alluded to in the beginning of the article a particular modem works far better than any other with the Relay software. Using a POPCOM modem from the Prentice Corporation in Sunnyvale, California, allows the user to switch between voice and data by picking up the phone. When the phone is returned to the cradle, file transfer automatically restarts. For peer-to-peer communication, this combination of Relay software and POPCOM modem is the best solution I have seen or heard of.

I have been reading *PC Tech Journal* for a few months and wish to commend you. A readable and technical journal is a rare combination.

Ken Krechmer
Palo Alto, CA

SIGNIFICANT COMMENTS

"Significant Figures, I" (Robert Gray, October 1984, p. 54) is an excellent description of how to do floating-point addition and subtraction using 8088/86 assembly language. There are, however, two errors in the FLOAT.ASM routine.

On the left side and near the top of page 62 are the following lines:

```
CMP    CL,24
JLE    A4
```

The second instruction should be replaced by

```
JBE    A4
```

With the original JLE instruction, a problem occurs when we add a very small number to a very large one. In that case, the CL register (which contains the difference between the two exponents) can be 128 or more. Because JLE assumes a signed comparison, 128 would be regarded as a negative number and we would jump to the wrong place. By using JBE instead we properly test the flags for an unsigned comparison. Actually, even with the bug, the code produces the correct result, but it takes a long time to do it because the loop at label A8 is unnecessarily executed up to 255 times.

The second bug causes occasional incorrect rounding when a subtraction is performed. This happens because the sticky bit is added to the result instead of being subtracted. I propose the following changes to correct this.

Delete the following three lines, which precede label A9 (left side of page 62 at the bottom):

```
MOV    CL,3FH
AND    CL,DH
AND    DH,0C0H
```

Replace the following line

```
A9:    OR    DI,DI
```

with these four lines

```
A9:    OR    CH,CH
        JZ    A9B
        OR    DH,20H
A9B:    OR    DI,DI
```

On the right side of page 62, delete the following lines:

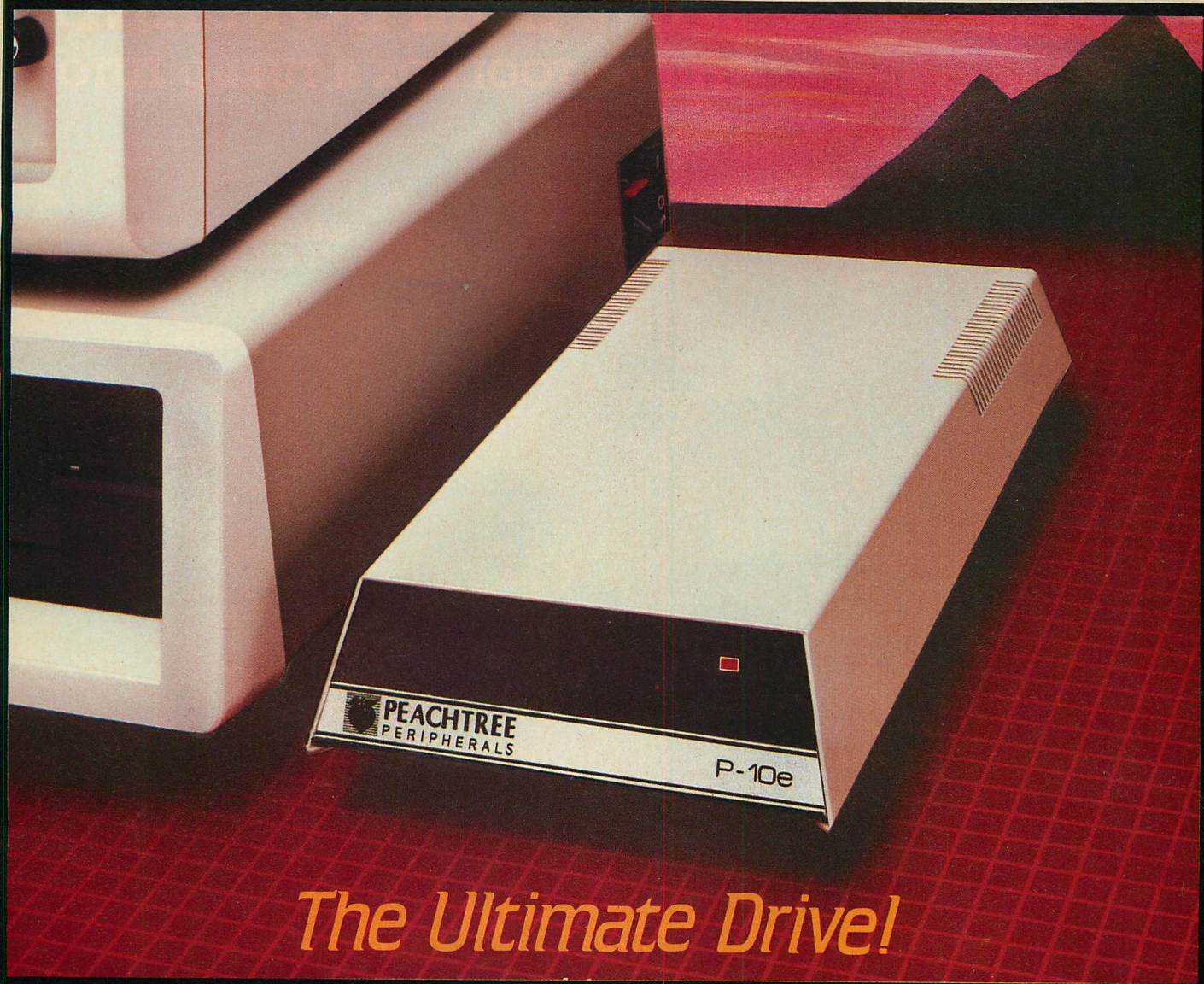
```
R0:    OR    CH,CL
        JZ    R1
        OR    DH,01000000B
```

Finally, change the label on the following line:

```
R1:    R    DH,DH
to read
R0:    OR    DH,DH
```

"Significant Figures, II," (Robert Gray, November 1984, p. 173) demonstrates a far more efficient way of doing floating-point division in 8086/88 assembly language than the more familiar "subtract and shift" algorithm. There are, however, two minor bugs in the routine, called DIV_F.ASM, that is shown in listing 3 on p. 184.

If the dividend is zero and the divisor is less than 1, the code erroneously gives a nonzero quotient. This can be fixed by testing the dividend for zero and, if necessary, forcing a zero result. The following line near the beginning of the routine



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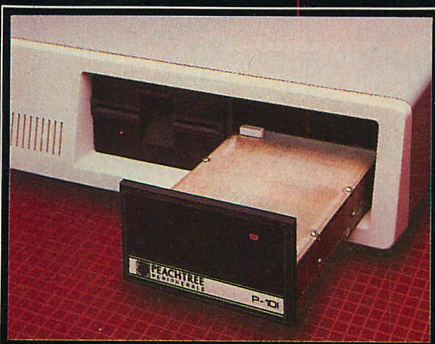
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Jerry Pournelle,
Byte, July 1984

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Bruce Webster,
Softalk IBM: March 1984



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How to speed input and eliminate 30% of errors

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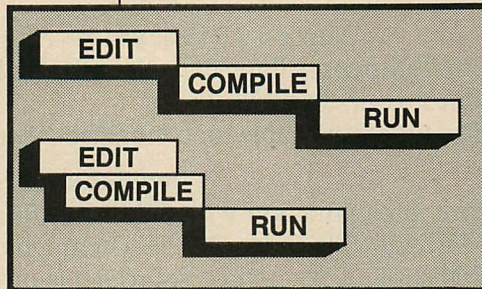
Enter complete statements with one keystroke.

It speeds input by cutting manual typing as much as 90%, letting you enter statements with a single keystroke. For example, if you type a capital "I" to begin a line, the editor completes the logical "IF THEN" statement automatically, so you can concentrate on what you want to program, rather than concentrate on what you're typing.

The editor locks out errors, finishing statements and procedures in perfect accord with the standardized rules of Modula-2. It also indents and formats your text automatically, making programs easy to read and maintain, an important feature on big projects.

And if you leave an undefined variable or data type, the editor detects the mistake and gives you the option of on-line "help" to correct it. No other programming text editor offers you so much innovation at any price.

How to turn "wait time" into "work time"



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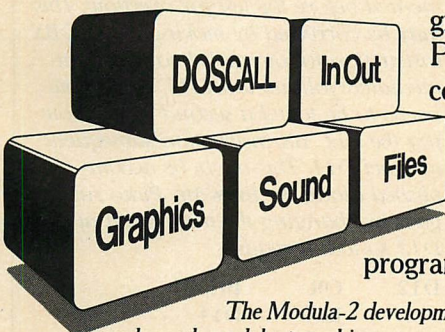


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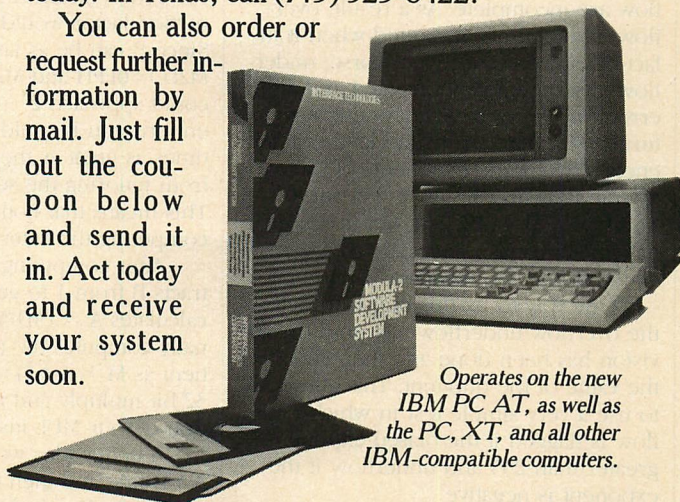
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D1: MOV AL,CL

should be replaced by

```
D1:  MOV AX,[DI]    ;test if dividend
      OR  AX,[DI]+2 ;equals zero
      JNZ D1B
      SUB DX,DX      ;zero quotient
      MOV AX,DX
      MOV BX,DX      ;set status = OK
      JMP EXIT
D1B: MOV AL,CL
```

The tests for overflow and underflow are incomplete. As a result, overflow is sometimes indicated when it in fact does not occur. Even worse, underflow is sometimes not flagged and an erroneous (very large) quotient is returned. The code only checks the difference between the exponents of the two operands against limits of 255 and 0. This is usually sufficient, but in marginal cases it is also necessary to see which of the two mantissas is larger.

One way to fix this bug is to defer the overflow/underflow test until the division has been done and then check the value of the quotient. This allows us to use a very simple test in which overflow is flagged if the biased exponent is greater than 255 and underflow if the exponent is negative.

In line with this, I suggest that the following lines (right side of page 184 at the bottom) be deleted;

```
      CMP  BX,255
      JLE  D3
      JMP  D13
;
D3:   CMP  BX,0
      JGE  D5
      JMP  D14
```

Then replace the line (right side of page 186)

```
D12:  MOV  BH,BL
with
D12:  OR   BH,BH
      JS   D14
      JNZ  D13
      MOV  BH,BL
```

There is a special case of underflow that will not be detected by the above code. This occurs when the true result of a division is 2^{-129} . In this case, the exponent will be 0 and the mantissa (after the sign bit is reset) will also be 0. This is indistinguishable from the bit configuration (all 0s) that Mr. Gray uses to represent the value 0 and should thus be flagged as underflow. I regard this as an insignificant problem.

I also have some suggestions that would make floating-point division even

faster. In computing the factor $B = (M2LO/M2HI)/2^{16}$, Mr. Gray uses two DIV instructions to get a 32-bit value (see code at label D7). I, however, assert that executing instead just one DIV instruction and getting a 16-bit value for B would not in any way diminish the accuracy of the routine.

To explain, first let me note that the second word of B has a value on the order of 2^{-32} or less. As Mr. Gray states, B itself is only an approximate correction factor. A more accurate correction factor would be $(B - B^2)$. Since B can be as large as 2^{-15} (if $M2LO=0FFH$ and $M2HI=8000H$), B^2 could approach 2^{-30} . Thus, the inherent error in B could be at least four times as great as the error that arises from ignoring the second word of B. This means that nothing is gained by computing the latter.

After computing B, Mr. Gray subtracts B from 1 to get $(1-B)$. He then calculates $A = (M1/M2HI)$ and then finally computes the mantissa of the quotient as $M = A * (1-B)$. This is a full 32-bit multiply and requires the execution of four MUL instructions.

A better idea would be to compute $A * B$ first and then to calculate $M = A - (A * B)$. Doing the computation this way requires only a single MUL instruction because $A * B$ is on the order of 2^{-16} , and, therefore, only the high word of this product is necessary. Any additional words would be smaller than the built-in error of this technique.

Robert Pirko
New York, NY

Let me begin by thanking Mr. Pirko and Mr. Paterson (whose letter follows below), both of whom have evidently spent quite a bit of time in preparing their comments. If these two are typical, I can say only that the readers of PC Tech Journal are very astute.

Each of Mr. Pirko's comments appear to be correct. The rounding error that he reports is minor—it will occur only after some (but not all) subtractions. Unfortunately, it is due to a major oversight. The sticky bit is not, as he suggests, added to the result; rather, it is simply not subtracted. His fix not only corrects the problem, but actually improves the code. The reader will note that, strictly speaking, my addition routine does not keep a sticky bit—shifted bits are stored in registers DH and CX. Mr. Pirko condenses these into a true sticky bit in DH. His change, however, requires changes in the rounding routine that begins at label R0. Since the multiplication routine jumps to this la-

bel, the following change should be made there: on page 184 of the November issue, the instructions

```
      JMP  R0
MF2:  JMP  FINISH
```

should be changed to

```
      JCXZ  R0
      OR   DH,20H
      JMP  R0
MF2:  JMP  FINISH
```

In the division routine on page 186, the instructions

```
      SUB  CX,CX
      POP  DI
      JMP  R0
D13:  POP  DI
```

may be changed to

```
      POP  DI
      JMP  R1
D13:  POP  DI
```

How I omitted to test for a 0 operand or (worse) to catch the omission during testing is, I suppose, one of those mysteries given to programmers to ponder as intimations of their own infirmity. Mr. Pirko has spotted the omission, however, and has given a workable fix.

Mr. Pirko's comments on overflow and underflow may not be clear as they stand. However, as the division routine now works, the exponent is incremented (after label D1) to compensate for a later right shift in the mantissas. The problem is that it is incremented before the test for overflow. This may be corrected by moving the INC BX instruction following D1 so that it immediately follows label D5. Underflow needs to be tested a second time following the DEC BX instruction subsequent to label D11. This might be accomplished along the lines Mr. Pirko suggests by changing the instruction at D12 so that it reads

```
D12:  OR   BH,BH
      JS   D14
      MOV  BH,BL
```

The special case to which Mr. Pirko refers occurs when the result of an operation is positive 2^{-128} . It does not occur when the result is negative. The extra testing that would be required to flag this special case as underflow is probably not worthwhile.

—Robert Gray

I have always been very interested in implementations of floating-point arithmetic and so turned straight to Robert Gray's article, "Significant Figures, I"

when I received my October issue. One comment Dr. Gray made while introducing his program listing struck me as odd, prompting this letter. He wrote that "this routine is about 20 percent shorter and, presumably, proportionately faster than the routine used in the IBM PC BASIC compiler." During a year spent working at Microsoft, I wrote most all of the 8086 BASIC compiler library that did not relate to input/output. Indeed, Dr. Gray's routine is about 20 percent shorter than mine.

Basically, my routine is bigger because it was written for maximum speed. If it had been compiled from, say Pascal, it would indeed make sense to assume that the smaller, the faster.

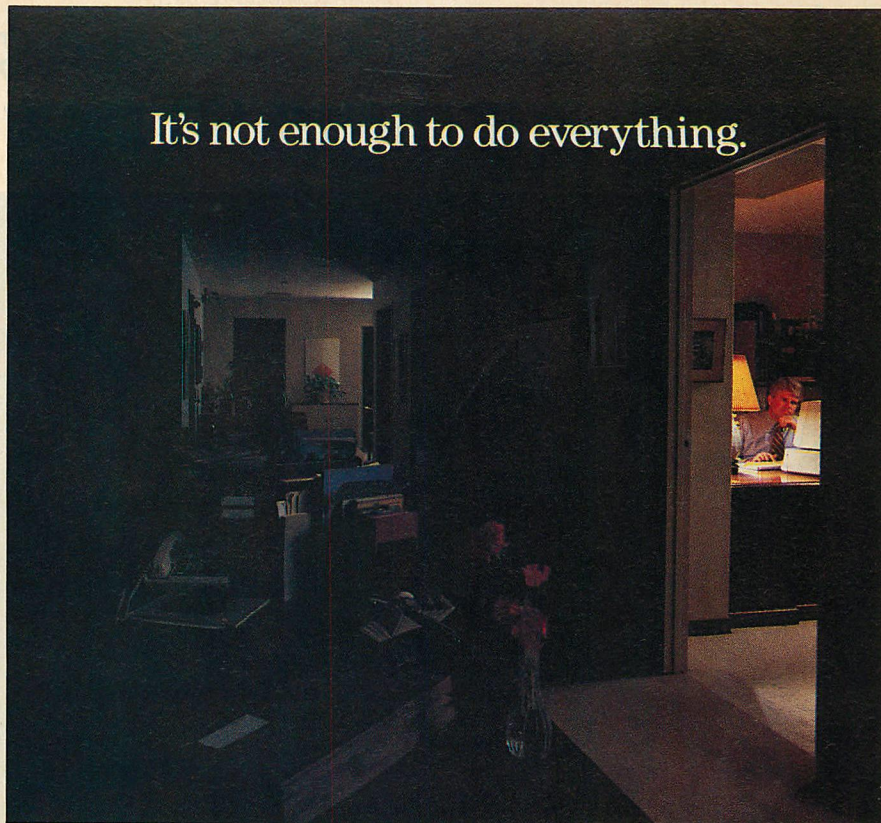
Let me compare certain portions of my routine to Dr. Gray's to show how I have speeded it up. The first difference is operand alignment. His routine starts with byte shifts, then cleans up with up to seven 1-bit shifts. This is certainly a big improvement over pure 1-bit shifting—up to 24 of them.

My routine first checks for word (16-bit) shifts, then byte shifts, then bit shifts. Besides simply meaning fewer shifting operations, another advantage of this approach in the single-precision version is that the word and byte shifts can happen, at most, once, so no looping is involved. This means fewer jump instructions are executed, which are the slowest instructions in either routine.

In another level of performance optimization, my routine allows the word and byte shifts to go up to two bits too far; for example, a word shift is performed even if we are only 14 bits out of alignment. Then a separate bit-shift sequence corrects this by shifting left up two bits. This means that there are never more than five (as opposed to seven) bit shifts to perform, thereby bringing the average number of bit shifts over a random distribution of numbers to 2.25 instead of 3.5.

A significant coding optimization I notice is in the way the operands are carried in registers. Including sticky bit, the operand Dr. Gray is shifting is spread out over three byte registers and one word register, while mine is held in two word registers. It may seem that the penalty for using four shift instructions instead of two is very small, since they are listed in Intel documentation as requiring only two clocks to execute. However, due to a lack of the rather slow memory reference instructions in these routines, the prefetch queue has no opportunity to fill up (which normally happens during effective address calculation). The poor 8088 micropro-

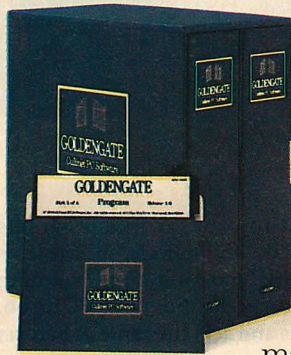
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cessor will be totally bandwidth-limited, which basically means instructions will require at least four clocks per byte to execute. Thus, the shift or move instructions will typically take eight clocks, not two. I estimate that Dr. Gray's bit-shift sequence will require 102 clocks per loop, as opposed to 54 for mine—an improvement of nearly two-to-one.

The relative performance of the normalize sequence in each of our routines is similar to that of the alignment sequence. Neither of us went to the same lengths to optimize normalization, since long normalizations are very unlikely. Mine still does word shift, then byte shift, then bit shift, but will never "over-shift" and back up. I consider Dr. Gray's routine to be very slow in those rare situations where you must do 23 one-bit shifts in a loop that is probably 35-percent slower than mine.

One feature about Dr. Gray's routine that I think I like is the complete testing for largest operand. My routine compares only the exponents and needs a couple of extra lines to correct things when the exponents are equal and the wrong mantissa is larger. What is particularly appealing to me in Dr. Gray's approach is the quick determination of a subtraction to 0, which could happen frequently when floating-point numbers are used as loop control variables in the main program.

Program performance is entirely determined by loop performance; after all, if programs did not loop, they could never take more than a few seconds to execute. I have examined the relative performance of the loops in our routines and on that basis would guess that Dr. Gray's takes at least 50-percent longer to execute than mine over a reasonable distribution of operands. Don't assume shorter is faster.

Tim Paterson
Kent, WA

Mr. Paterson takes exception to my inference that my addition routine would presumably be faster than the BASIC compiler routine that he wrote. Let me apologize for any misunderstanding. My claim was not that my routine was faster; I could not, after all, have made such a claim without actually testing the two routines very thoroughly. Other things being equal, however, the shorter routine can be expected to be faster, and this is all that I intended to claim. What Mr. Paterson points out is that, as usual, other things are not equal.

For that reason I am glad that the misunderstanding occurred since it provoked him into describing the optimiza-



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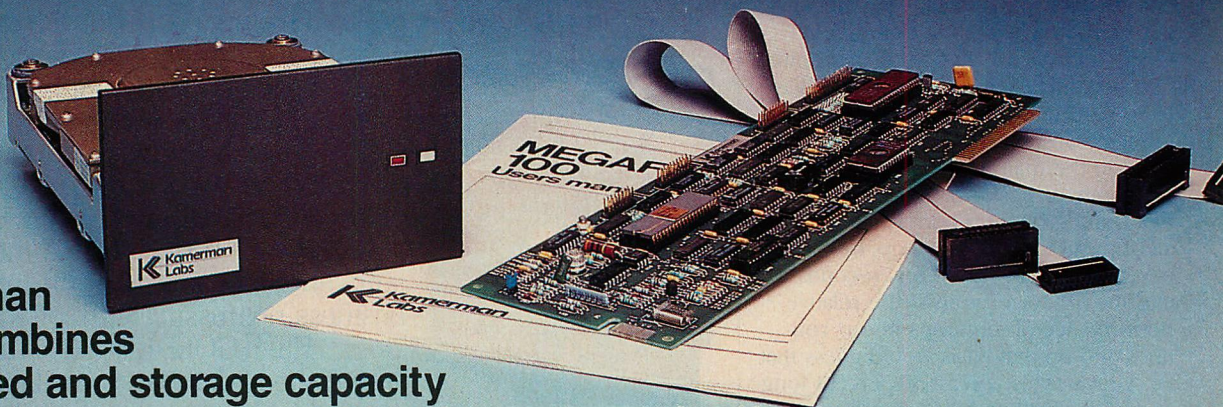
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tion techniques he used in his own addition routine. I am not sure that the word shift would by itself save all that much. I had myself considered and rejected this technique, reasoning that a word shift will occur essentially when the two operands differ by a factor of at least 2^{16} , whereas the addition and subtraction of such widely different numbers would be a relatively infrequent occurrence in most general applications. I did not check the literature on the distribution of floating-point numbers to confirm this and could, of course, be wrong. On the other hand, I particularly like Mr. Paterson's technique of oversifting during alignment and would use it myself if I were ever to write such a routine again.

—Robert Gray

A BUG IN A PATCH

I typed the IBM patch for DOS 2.1 given in "Patching a Bug in DOS 2.1," (Don Awalt, November 1984, p. 71) and found the following differences. Your listing of the patch to change the sixth instance in IBMDOS.COM read differently than mine. When I typed in the path with DEBUG, it read

—A409B

```
XXXX:409B MOV AX,CS
XXXX:409D MOV SS,AX
XXXX:409F MOV SP,4235
XXXX:40A2 [ENTER]
```

Did someone leave out an instruction to cause this difference in the locations?

Gary Hermanson
Albany, NY

The addresses in our listing were incorrect. Your patching sequence is how it should read when displayed by DEBUG.

—WF

WORD FOR THE DAY

"We have been unabashed in publishing these corrections" ("Credibility Gap," Letters, November 1984, p. 14).

Unabashed?

Melody Covington
Athens, GA

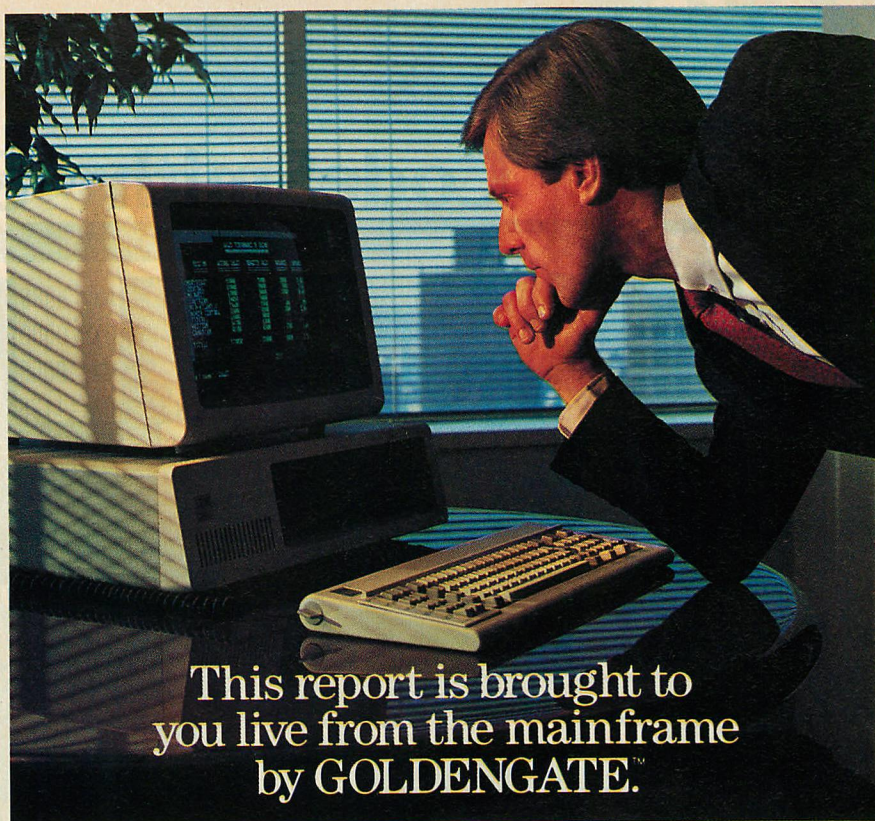
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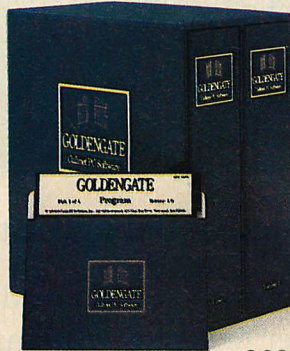
Richard Bassler
Washington, DC

Unabashed / adj. fortbrighly admitting your mistakes.

—WF



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		IP=0001

	PL	ZR	NC	NV	UP	NA	PE	EI
2001:0000	53			24	IO_INIT:	PUSH	BX	;TAG A LINE
2001:0001	9BDEC2					FADDP	ST(2),ST	
2001:0004	BB3100					MOV	BX,Offset VECTOR_TABLE_2	
2001:0007	803E5E~			34		CMP	DOS_VERSION_NUM,'2'	;BREAKPOINT SET
2001:000C	7305					JAE	TRASH_IT	
2001:000E	BB0100					MOV	BX,Offset VECTOR_TABLE_1	
2001:0011	EB02					JMP	Short LONG_LABELS_ARE_OK_AS_YOU_LIKE	
2001:0013	F2AB	00777			TRASH_IT:	REP NZ	STOSW	;STOP 777th TIME
2001:0015					LONG LABELS_ARE_OK_AS_YOU_LIKE:			
2001:0015	8DAD63-					LEA	BP,WIERD_CODE + 2[DI]	
2001:0019	240C					AND	AL,00011100B	;CHANGE RADIX
2001:001B	45					DB	69	

MEMORY DUMP

>>DOS_VERSION_NUM Absolute Address=03C9E Segment:Offset=03C4:005E

	41	53	43	49	49	20	53	55-50	50	4F	52	54	20	32	20	
1984:0050																ASCII SUPPORT 2
1984:0060	20	20	20	20	43	6F	64	65-53	6D	69	74	68	2D	38	36	-- CodeSmith-86
1984:0070	20	4D	41	4B	45	53	20	44-45	42	55	47	47	49	4E	47	MAKES DEBUGGING
1984:0080	20	41	20	42	4C	41	53	54-21	20	20	20	20	20	20	20	A BLAST!

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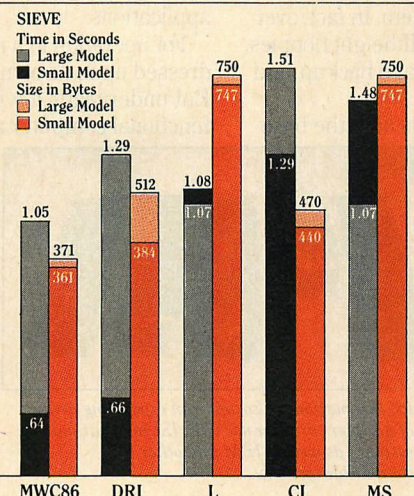
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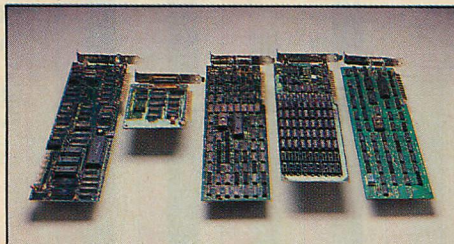
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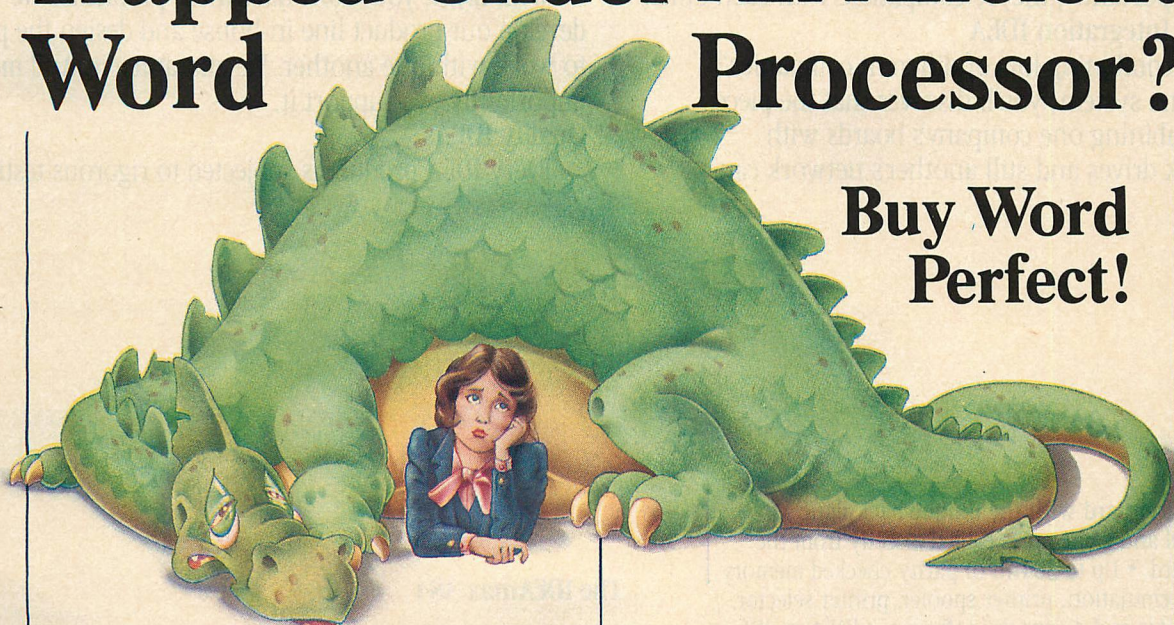


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SNOBOL4

A uniquely typed language that lends itself to nonnumeric applications

RICHARD LARSON

SNOBOL4 is a language designed to support sophisticated string manipulation, list processing, and other nonnumeric computations. It has been used for such purposes as symbolic computation, artificial intelligence, and compiler and assembler writing. (SNOBOL is an acronym for StriNg Oriented and symBolic Language; I suspect SNOBOL4's designers were making a statement about the use of such acronyms for the names of computer languages.)

The origins of SNOBOL4 date to the middle 1960s; it has been in its present form since about 1970. And, like the classic Kernighan and Ritchie book on C, a book is available that provides both an excellent introduction to SNOBOL4 and a precise and complete definition of the language (*The SNOBOL4 Programming Language*, Prentice-Hall, 1971). This book is commonly referred to as the *green book*, because of the color of its cover.

Among the implementations of SNOBOL4 on IBM mainframes are its original implementation developed at Bell Telephone Laboratories, usually called BTL SNOBOL4, and an implementation called

SPITBOL. BTL SNOBOL4 compiles a program to intermediate code, and then interprets the intermediate code; SPITBOL compiles to machine code. SPITBOL produces code that executes faster, but that lacks some of the extreme flexibility allowed by the interpreted BTL SNOBOL4. Part of the aim in the development of BTL SNOBOL4 was to make it independent of the specific machine upon which it is implemented: this was achieved by writing it in "high-level" assembly language using only macros. To implement it on a new machine, therefore, a programmer need only provide definitions of these macros in the assembly language of the new machine, and assemble it.

Ten years ago, I started using SNOBOL4 on an IBM 370 for symbolic computations in mathematical research. A few years ago, I heard rumors about SNOBOL4 compilers that were available on microprocessors. But I always found them to be without foundation.

Richard Larson is a professor of mathematics, statistics, and computer science at the University of Illinois at Chicago. He has been using SNOBOL4 in mathematical research, and teaching it, since 1974.





ILLUSTRATION • DANIEL PELAYIN

Recently, several versions of SNOBOL4 have become available for the IBM PC. They include Minnesota SNOBOL4 from Berstis International; SNOBOL4+ from Catspaw, Inc.; and MACRO SPITBOL, written by Robert K. Dewar, one of the original developers of SPITBOL. Both Minnesota SNOBOL4 and SNOBOL4+ were developed from the original macro implementation of SNOBOL4. I will give a brief introduction to SNOBOL4 and provide a review of the Minnesota SNOBOL4 and the SNOBOL4+ compilers.

INSIDE SNOBOL4

Unlike some modern languages, SNOBOL4 has completely untyped variables, and lacks higher-level control structures

(its only control structures are a form of the GOTO and function calls). As an example of the absence of typing, suppose a user wanted to add the string '123' to the real number 5.6, and then concatenate the string 'XYZ' with the result. This is no problem; the expression

```
'XYZ' ('123' + 5.6)
```

would have as its value the string 'XYZ128.6'. The basic principle used is that any time a string makes sense as a number, it may be used in an arithmetic expression; any time a number is used in a string expression, it is automatically converted to the appropriate string.

Although the control structures seem primitive, they do allow development of highly structured programs. The full support of function definitions, including local variables and recursion, encourages the development of programs consisting of many small functions that call other functions. In addition, SNOBOL4 has complete and flexible support for dynamic data structures: it surpasses LISP in its flexibility in this area. (A not-too-difficult exercise, which I have given

students, is to write a LISP interpreter in SNOBOL4.)

The key of program control in SNOBOL4 is the notion of a statement succeeding or failing. Normally, execution of a statement succeeds. It fails, for example, if upon reading from a file an end-of-file is encountered or if a pattern matching statement (discussed shortly) fails to find an instance of the pattern in the subject string. Failure of a statement implies no moral stigma and it should not be confused with an error in the statement.

The conditional GOTO is implemented by adding :S(LABEL) or :F(LABEL) to the end of a SNOBOL4 statement. This causes a branch to LABEL if execution of the statement succeeds or fails. A two-way branch can be implemented by putting either :S(LABEL1)F(LABEL2) or :F(LABEL2)S(LABEL1) at the end of the statement. To achieve an unconditional branch, use the form :S(LABEL). A label on a statement starts in column one; any unlabeled statement must begin with a blank. A SNOBOL4 program must end with a statement labeled END; the program is ended by executing this statement. In SNOBOL4, input is accomplished by asking for the value of a certain variable (often INPUT); output is accomplished by assigning a value to a certain variable (often OUTPUT). Thus, a complete program to copy the input to the output consists of

```
LOOP OUTPUT = INPUT :S(LOOP)
END
```

A slightly less trivial example of this procedure in SNOBOL4 would be a program written to copy one arbitrary file to another:

K-T6:"

```
INPUT('INLINE',1)
OUTPUT('OUTLINE',2)
```

```
LOOP OUTLINE = INLINE :S(LOOP)
END
```

Here the function INPUT causes the variable, the name of which is given as its first parameter, to be given a special property so that whenever its value is used, the value returned is the next line of input from the unit specified as its second parameter. (In SNOBOL4 jargon, the variable name given by the first parameter is *input-associated* to the unit given by the second parameter; the association of the unit to a specific file usually takes place during invocation of the compiler.) The function OUTPUT causes the variable name given as its first parameter to be *output-associated* to the unit specified as its second parameter.

Finally, here is a variation of this program that actually does some useful work. To test the Minnesota SNOBOL4 and SNOBOL4+ compilers, I downloaded some SNOBOL4 programs from an IBM mainframe to a microcomputer, to see how these compilers would handle them. Some of the programs were quite old, dating to the days when the standard program format was that of a punched card (the program lines were all padded to 80 characters, with the last 8 characters containing an unwanted line number). Therefore, I wanted to take only the first 72 characters of each line and remove all trailing blanks from these truncated lines. Here is the complete program I used in this exercise:

```
INPUT('INLINE',1,72)
OUTPUT('OUTLINE',2)
&TRIM = 1
```

```
LOOP OUTLINE = INLINE :S(LOOP)
END
```


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This is identical to the previous program except: (1) the third parameter of the INPUT function causes input association to be done, so that the characters on each line after the number specified as the third parameter are discarded; and (2) the use of the keyword &TRIM. About three dozen keywords in SNOBOL4 have names that begin with the character "&." Some of them contain important constants. The values assigned to others control the precise nature of the computations being done. If the keyword &TRIM has a nonzero value, input operations result in strings with all trailing blanks removed.

The above program illustrates one very valuable use of SNOBOL4: the user can easily write "quick-and-dirty" programs to reformat text files in fairly sophisticated ways. (To be a bit more specific, it took about 30 seconds to write the above program. It probably would have taken one or two orders of magnitude longer to write a program to do the identical task in BASIC, C, or Pascal.)

there are built-in functions that return pattern values. The function ANY(string) returns a pattern that matches any character that occurs in the string that is its argument. The function SPAN(string) returns a pattern that matches any sequence of characters that occur in its argument. In addition, complex patterns can be built up from simple ones by concatenation (accomplished by juxtaposition, with at least one blank separating the components) and by alternation, using the operator |. For example,

```
P = ('X' | 'Y') SPAN('123')
```

assigns to P the pattern that matches strings such as X3, X31223, Y12, etc. Patterns can also be used in replacement statements, which have the form

```
S P = R
```

This statement causes the first substring of S that matches P to be replaced by the string R. Figure 1 shows a SNOBOL4 program that copies a file, replacing every number in it by the single character #.

but I could just as easily have used FRED or CHARLEY.

This brief introduction barely touches the notion of patterns in SNOBOL4. The language also includes facilities to assign to variables the substrings matched by the components of patterns. It also allows recursive definitions of patterns. For example, in a few lines a pattern can be defined that matches an arbitrary algebraic expression (which is a number or a variable, or it is algebraic expressions connected by arithmetic operators). This definition translates into a SNOBOL4 pattern definition in a straightforward way.

TABLES AND DYNAMICS

Another important feature of the SNOBOL4 language is the notion of a table. A table is like an array, except that instead of using an integer as an index, anything whatsoever (a string, pattern, integer, piece of compiled code, etc.) may be used. This feature is especially useful for applications such as compiler writing: by maintaining the symbol table as a table rather than an array, the user can access attributes of variable names directly, without the necessity of having to write code to search for the variable names.

SNOBOL4 also allows a program to dynamically redefine the meaning of its operators. For example, a program can call a function that causes "+" no longer to mean addition of integers and real numbers, but instead to mean the application of some exotic function to list structures. This feature is the sort that can give many compilers indigestion, so users will find that it is not always fully implemented.

The language also provides for dynamic compilation while running: a program can construct a string that contains a sequence of SNOBOL4 statements, compile it, and use the resulting code.



SNOBOL4 PATTERNS

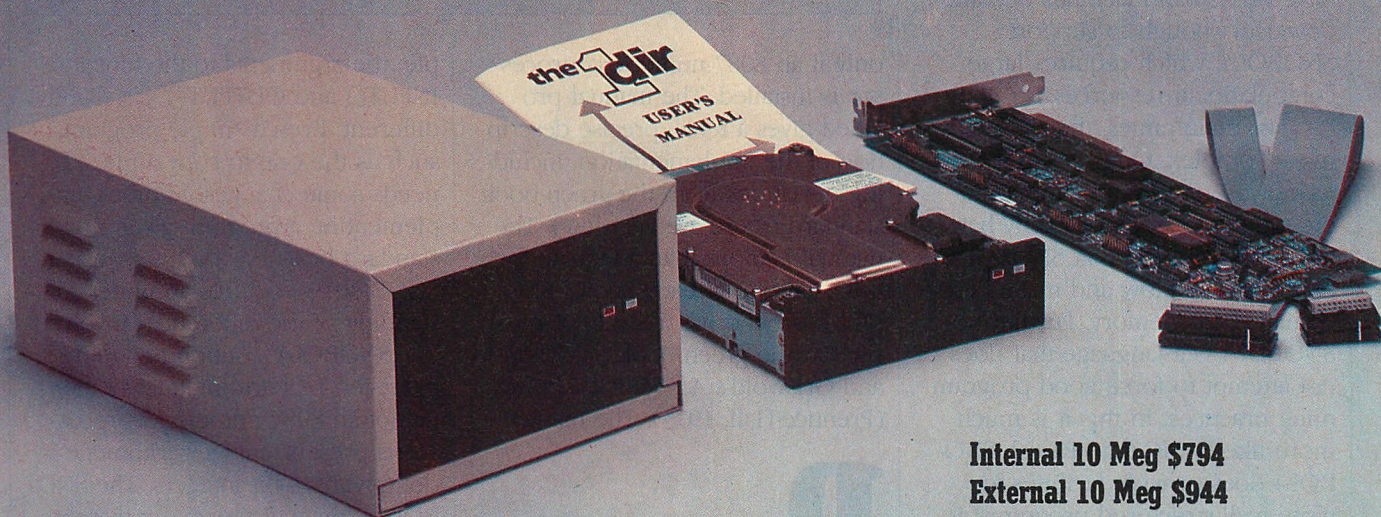
The most important, and most complex, feature of SNOBOL4 is patterns, which are used in pattern-matching statements. As an example, the statement

```
S P
```

succeeds if a string specified by the pattern P occurs as a substring of the string S; it fails otherwise. Strings can be used as patterns: they match themselves. In addition,

In that program, the pattern NUM matches '+' or '-' or nothing, followed by any sequence of digits followed by a decimal point followed by any sequence of digits, or by any sequence of digits. The use of the variable NIL may be somewhat confusing; in SNOBOL4, any variable that has not been assigned a value is taken to have as its value the null string. I like to keep the variable NIL unassigned in order to have easy access to the null string,

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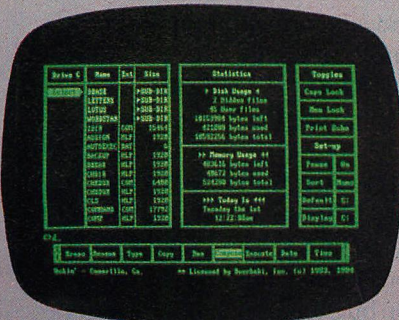
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SNOBOL4

USING SNOBOL4

One question that is probably in your mind now is: if SNOBOL4 is such a wonderful language, why isn't it more widely used? For microcomputers, the answer is very simple. Until recently, it has not been available on very small machines. (Of course, only recently have very small machines become powerful enough to support SNOBOL4, which requires large computational resources.)

For mainframes, the answer is more complex. One reason for the lack of use is certainly human inertia; other reasons probably have to do with the fact that SNOBOL4 programs are slow and make heavy demands on memory. Furthermore, SNOBOL4 is a language that does not attempt to force good programming practices. In this it is much more like BASIC than Pascal. SNOBOL4 does provide facilities to write well-structured programs; it just does not require their use.

Both Minnesota SNOBOL4 and SNOBOL4+ are derived from the original macro implementation of BTL SNOBOL4. However, there are some differences between these two versions of the language.

Minnesota SNOBOL4 is extremely close to the IBM mainframe implementation. Integer arithmetic is done with 32-bit integers. Input and output are done in the spirit of the IBM mainframe batch environment: to run the program given above, which copies a file from unit one to unit two, with the program in a file called COPY.SNO, the input in the file IN, and the output to go to the file OUT, the command line reads

SNOBOL4 COPY 1=IN 2=OUT

This version of SNOBOL4 is so close to the IBM mainframe implementation that almost all programs given in standard books on SNOBOL4 can be run absolutely unchanged. Floating-point arithmetic (single precision only) is supported

FIGURE 1: *Sample Program*

```
DIGITS = SPAN('1234567890')
NUM = ('+' | '-' | NIL) (DIGITS '.' DIGITS | DIGITS)
INPUT('INLINE',1)
OUTPUT('OUTLINE',2)
LOOP1 LINE = INLINE :F(END)
LOOP2 LINE NUM = '#' :S(LOOP2)
OUTLINE = LINE : (LOOP1)
END
```

only if an 8087 numeric coprocessor is installed. The manual provided gives a terse, precise description of the implementation, including deviations from the green-book standard (there are very few). The manual is more than adequate for the user who already knows SNOBOL4, or who has a SNOBOL4 text, such as the green book or Griswold and Griswold's *A SNOBOL4 Primer* (Prentice-Hall, 1973). The manual is

Both of these versions of SNOBOL4 are robust, reliable implementations of the language.

not, and does not claim to be, an introduction to SNOBOL4. The Minnesota SNOBOL4 distribution disk includes six sample programs.

SNOBOL4+ is also an almost complete implementation of SNOBOL4. It includes many extensions of SNOBOL4, including several of the ones found in SPITBOL. Input and output support both ASCII and binary files, random access to records in files, updating files, and assigning a unit to a file by the SNOBOL4 program itself. However, this additional flexibility and power come at the cost of input and output being slightly incompatible with the green-book standard. For exam-

ple, the arguments to the functions INPUT() and OUTPUT() are slightly different. Even a simple program, such as the one to copy a file, needs some changes. At times, implementing a program given in a standard book on SNOBOL4 using SNOBOL4+ requires an understanding of the differences involved.

SNOBOL4+ supports double-precision real arithmetic, whether or not an 8087 numeric coprocessor is present. Integer arithmetic is done with 16-bit integers. The SNOBOL4+ manual points out that the double-precision real number format allows the exact representation of 53-bit integers. However, there are some minor problems with some of the keywords that require integer values, and occasionally some thought must be given when using a program in one of the standard books, because the author of the program had 32-bit integers in mind when he wrote it.

The manual that comes with SNOBOL4+ is very complete, although it is not a SNOBOL4 text. It includes several hints on using SNOBOL4+—such as how to implement a function to trap errors—which are useful to the advanced SNOBOL4 programmer. It also includes information on interfacing simple assembly language functions to SNOBOL4+. The distribution disk includes 39 sample programs.

TWO GOOD COMPILERS

Both of these versions of SNOBOL4 are robust, reliable implementations of the language. Each has minor bugs, although in at least one

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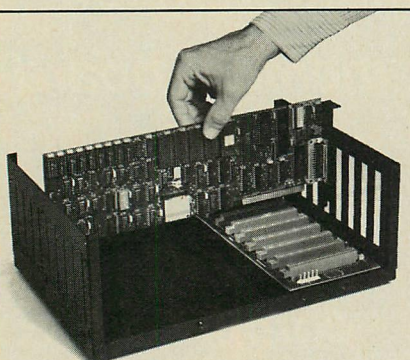
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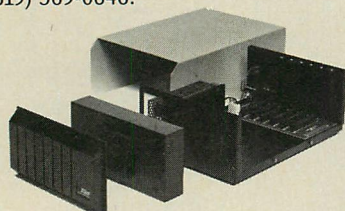


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SNOBOL4

case, the bug also occurs in the original mainframe implementation.

Berstis promptly sent me explicit instructions for patching its compiler with DEBUG. (It turned out that the bug was really a difference of interpretation regarding which ASCII character should be used for a certain EBCDIC character on the IBM mainframe. The patch was information on how to switch to the character I thought should be used.) Catspaw sent me a two-page letter answering the questions on design decisions I had asked in my letter reporting the bug. Shortly thereafter, it issued a new version (free-of-charge) in which the bug I reported, and other minor problems, had been fixed.

Another good question might be: how do the speeds of these two compilers compare with each other and with that of other languages? A crude test of the efficiency of control structures and of array accesses is a program to enumerate the odd primes from 3 to 16,383, using the Sieve of Eratosthenes (see *BYTE*, September 1981, January 1983).

Because it had a limitation on the size of objects allowed, Minnesota SNOBOL4 did not permit an array having more than 4,095 elements. Therefore, I was forced to use a reduced version of the problem, in which I enumerated the odd primes from 3 to 8,193. Table 1 displays the result of one iteration of the sieve, for both the original and reduced problems, together with the time for BASIC (using integer variables) on the IBM PC (taken from the *BYTE* article). For this benchmark, SNOBOL4+ is significantly slower than BASIC, and Minnesota SNOBOL4 is slower than SNOBOL4+. In general, Minnesota SNOBOL4 seems to take about 60 percent more time on a given program than SNOBOL4+. One exception is the program given above to truncate lines to 72 characters, and then to trim trailing blanks from each line. Minnesota SNOBOL4

took about 20 percent less time than SNOBOL4+. It also has happened on occasion that the 32-bit integers on Minnesota SNOBOL4 have permitted smaller data structures, giving it a significant speed advantage.

Using the Sieve of Eratosthenes as a benchmark for SNOBOL4 is somewhat silly: the language's strength lies in complex string and

TABLE 1: Sieve of Eratosthenes

(Execution time in seconds)		
Number range:	3-8,193	3-16,383
Minnesota SNOBOL4	277.7	—
SNOBOL4+	153.1	312.0
BASIC	—	199.0

TABLE 2: Syntactic Recognizer

(Execution time in seconds)	
SPITBOL (IBM 3081)	0.027
SNOBOL4 (IBM 3081)	0.250
SNOBOL4 (IBM 360/65)	3.594
SNOBOL4+ (IBM PC)	22.850
SNOBOL4+ (PC/AT)	8.960
Minn. SNOBOL4 (IBM PC)	36.690

list structure operations, not in bit manipulation. I considered trying a benchmark that would reflect those abilities, but very quickly realized that writing such a program in any other language would be a major programming project. (Here is an interesting benchmark: "It takes X minutes to program and debug a solution to problem Y in language Z." I believe SNOBOL4 would really shine with such a benchmark.)

Then I got the idea of benchmarking these two compilers against mainframe implementations of SNOBOL4. The green book gives several sample programs, together with running times for given data, on an IBM 360/65 (a vintage 1970 \$1-million computer). Using a program that parses statements and

recognizes whether or not they are syntactically correct SNOBOL4 statements (by constructing a complex pattern that matches all valid SNOBOL4 statements), I compared the time for these two compilers with the time required on an IBM 360/65, and the time required by BTL SNOBOL4 and SPITBOL on an IBM 3081 (a current, vintage multimillion-dollar computer). The relative performance of Minnesota SNOBOL4 and SNOBOL4+ is surprisingly good, especially considering the inefficiencies required for the 8088 to access more than 64KB of data, which both Minnesota SNOBOL4 and SNOBOL4+ do (see table 2).

Overall, how do these two compilers compare? Minnesota SNOBOL4 is somewhat slower, but is slightly closer to the original mainframe implementation. It would be especially good for learning SNOBOL4 (no problems of incompatibility of programs taken from texts), or for moving programs between a mainframe and a microcomputer. The faster SNOBOL4+ takes advantage of the microcomputer environment, but has some minor incompatibilities. SNOBOL4+ would be the choice for an experienced SNOBOL4 programmer interested in using a powerful, flexible version of SNOBOL4 on a microcomputer and who is not concerned about compatibility with a mainframe. A programmer could buy both compilers at their current prices and spend only a fraction of the cost of a BASIC or Pascal compiler.

Minnesota SNOBOL4
Berstis International
P.O. Box 441
Millwood, NY 10546
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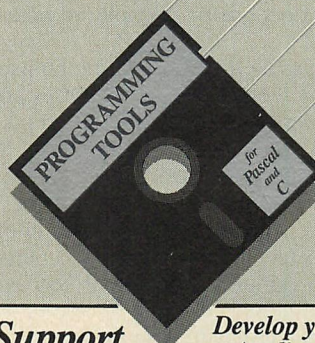
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SNOBOL4 FOR HUMANITIES, SCIENTIFIC, AND BUSINESS PROGRAMMERS

The availability of not just one but two versions of SNOBOL4 (and one version of the SNOBOL4 dialect SPITBOL) for the PC will be exciting news for the computer scientist or mathematician who has long enjoyed its recursive powers on the mainframe. It will also be good news to the rarer community of present and former humanities scholars and linguists such as myself who are aware of SNOBOL4's capacity to process strings of characters—its ability to deal with language data rather than numeric data. While PL/1 is more popular for this purpose in the United States, in Great Britain SNOBOL4 is almost a standard language for literary and linguistic text processing.

Moreover, what is too often dismissed by the more technical SNOBOL4 aficionado as a trivial function, that is, the language's ability to reformat data—a capacity that each of us who knows the language has probably employed hundreds of times—may be a greatly unexplored potential for the commercial world.

My experience with SNOBOL4 began in the humanities, in the study of the style of literary texts. SNOBOL4's power to define and search for repeated patterns speeded my research on repetitious (formulaic) style in epic poetry. With its help, I was able to question the theory that because repeated phrases in Homer's *Iliad* and *Odyssey*, such as "the rosy-fingered dawn," were similar to such phrases in the illiterate oral poetry of nineteenth- and twentieth-century Yugoslavia, they provided evidence that Homer, too, composed his poetry orally.

This effort required the ability to scan thousands of lines of Serbo-Croatian poetry rapidly and accurately to find repeated phrases. The search was truly feasible only with the aid of the computer, but it was complicated by the inflections or grammatical endings of the words. In processing text in English a program can be instructed to disregard the final plural ending -s or -es in recognizing that wish and wishes are forms of the same word; in Serbo-Croatian, such variations are more common and more extreme.

In the actual practice of my research a variety of programs were necessary, and many of these were written not in SNOBOL4, but in PL/1. However, for a program that needed to be specially tailored to solve a problem that would occur only once, there was no substitute for the ease and quickness of writing it in SNOBOL4.

Further, in my own experience in two realms in which I did not have access to SNOBOL4, one scientific and one business programming environment, I wished that it had been available. In the scientific programming case, our team was reprocessing job experience data (kept anonymous, of course) from a major labor union and from the Social Security Administration to create an epidemiological database. Our objective was to study the relationship, if any, between the incidence of certain diseases and the presence of potentially hazardous chemicals in the workplace. Our greatest challenge was to take historical data that the union's processing department had not examined in years and put it into usable form. The problem was complicated by the fact that millions of individual records were being processed.

When we did not have full documentation on the format of a given type of record, and when the union personnel did not precisely recall this information, we were often reduced to searching thousands of records, hoping to

detect significant patterns that would provide clues about how their programmers had formatted records on the membership's work patterns in that particular year. To accomplish this, we wrote lengthy and cumbersome programs in PL/1, and even when we used parameterized formatting utilities (also written in PL/1), these searches usually took days. Such custom, one-time-use programs, written to search for patterns relatively complex to define, could have been written with far greater ease and speed in SNOBOL4.

Before explaining the features of SNOBOL4 that make it a powerful tool for the solution of these humanities and scientific programming problems, let's identify a sample data processing problem in the everyday business world that SNOBOL4 could solve more readily than could COBOL or most other languages. Most business data, of course, is rigidly formatted: each record is composed of fields that are fixed in format. Even when fields are variable in length or in the number of occurrences per record, the variable is quantified by a switch, byte, or the contents of another field, rather than making demands on the program to recognize patterns in free-form data.

As a result, when less strictly formatted data, such as user-entered, word-processed data, is processed, problems can arise. For example, I recently attempted to sort, for one-time use, an organization/personnel chart by budget center, then by last name, using a mainframe word-processing product's built-in sort routine. This word-processed data was highly formatted, from a word-processing point of view, but was not all arranged in vertical, column-oriented fields. The first sort key was easy to specify, because each budget center on each line was always preceded by the same tab macro. A search argument to find this key was easy to specify. On the other hand, the other key, which was the last name, could not be specified, because the data had been entered in this format: first name, middle initial, and last name. Since not all employees in the document had middle initials, the data were inconsistent and there was no convenient way to sort on last names without requiring many additional keystrokes to enable this sort key to be located.

SNOBOL4 provides features that can easily solve such problems. Its power to reformat text, though perhaps technically trivial compared with its recursive capabilities, may be its most exploitable business use. Three particularly helpful features must be highlighted.

First, much of what SNOBOL4 does is written in terms of patterns. Second, one common pattern, called SPAN, matches a string of any length, composed of a specified set of characters, occurring in any order. For example,

SPAN(ABCDEFGHIJKLMNQRSTUWXYZ) . WORD

matches any English word that is not a contraction, while

SPAN(ABCDEFGHIJKLMNQRSTUWXYZ') . WORD

matches any English word, including contractions (note the apostrophe following the 'Z'). Both of these patterns assign the word to the variable WORD. Third, another common and powerful pattern, called BREAK, matches a pattern not on the basis of what it is composed of, but on the basis of what follows it. For example, in a list of unpunctuated words, the pattern

BREAK(' ') . VARIABLE SPAN(' ')

would match (that is, identify and break out or isolate from the text) each word in the list and place it in a variable, since each word is followed by a blank space, discarding the blanks in the process.

Let us return to our problem of the list of names, first name first, some with middle initials: Assume that SNOBOL4

FIGURE: Sample Program

PROGRAM

```
ALPHA = 'ABCDEFGHIJKLMNOPQRSTUVWXYZ'
FIRSTNAME = BREAK(ALPHA) BREAK(' ') . FN
INITIAL = BREAK(ALPHA) BREAK('.') . IN
LASTNAME = BREAK(ALPHA) BREAK(' ') . LN
WITHINIT = FIRSTNAME INITIAL LASTNAME
NOINIT = FIRSTNAME LASTNAME
&ANCHOR = 1
&TRIM = 1

READIN
LINE = INPUT :F(END)
LINE WITHINIT = :F(NOINITIAL)
OUTPUT = LN ' ', DUPL(' ', 15 - SIZE(LN)) FN
+ DUPL(' ', 10 - SIZE(FN)) IN ' ' LINE :F(READIN)
NOINITIAL LINE NOINIT = :F(READIN)
OUTPUT = LN ' ', DUPL(' ', 15 - SIZE(LN)) FN
+ DUPL(' ', 15 - SIZE(FN)) LINE :F(READIN)
END
```

INPUT

Rudy S. Spraycar J77 Spaghetti Factory
Joe Blow K92 Machine Shop
Rudolph J. Spraycar K93 Management
John Q. Public A27 Governmental Relations
John Henry E33 Blacksmith Shop
John Hancock W22 Handwriting Department

OUTPUT

Spraycar,	Rudy	S.	J77 Spaghetti Factory
Blow,	Joe		K92 Machine Shop
Spraycar,	Rudolph	J.	K93 Management
Public,	John	Q.	A27 Governmental Relations
Henry,	John		E33 Blacksmith Shop
Hancock,	John		W22 Handwriting Department

has been told to ignore capitalization by "folding" upper-case and lower-case letters. If a pattern has been defined, consisting of all the letters of the alphabet,

ALPHA = 'ABCDEFGHIJKLMNOPQRSTUVWXYZ'

then the pattern **FIRSTNAME** can be defined as an alphabetical string that is terminated by a blank:

FIRSTNAME = BREAK(ALPHA) BREAK(' ') . FN

The first name is identified and assigned to the variable FN.

To continue the example, the pattern **INITIAL** matches a string that is terminated by a period, assigning the identified initial to the variable IN:

INITIAL = BREAK(ALPHA) BREAK('.') . IN

In this pattern, **BREAK(ALPHA)** matches the blank preceding the initial; in the **FIRSTNAME** pattern, it matches the null string. Thus, it is the pattern **BREAK(' ')** that actually matches the initial and assigns it to the variable IN.

The pattern **LASTNAME** matches another string that is terminated by a blank, assigning the last name to the variable LN:

LASTNAME = BREAK(ALPHA) BREAK(' ') . LN

The pattern **WITHINIT** matches a name that has a middle initial:

WITHINIT = FIRSTNAME INITIAL LASTNAME

while the pattern **NOINIT** matches a name without a middle initial:

NOINIT = FIRSTNAME LASTNAME

These last two patterns are composites of those defined earlier; pattern-building like this adds to SNOBOL4's power.

With this data, then, in those cases when the pattern **WITHINIT** fails to match, the pattern **NOINIT** should succeed, and in either case, each element is now assigned to its own variable. This permits concatenation of these data elements back into any order, padding with any number of blanks, to produce neatly ordered fields, or positioning a sort key in a consistent columnar position within the line. The function **SIZE(variable)** returns the length of the string assigned to the variable, which can then be subtracted from the desired position of the next column; the function **DUPL(string, number of repetitions)** can then pad the variable with enough blanks to align the next output variable.

In the figure, the program would reprocess the input to produce the output. A plus in the first column is a continuation character. A label in parentheses following a colon at the right of a line is a **GOTO**; preceding it with **:S** or **:F** makes the branching conditional upon the success or failure of the pattern-matching in the line.

A similar approach would have aided with the preformatting problem experienced in the scientific programming example described above. SNOBOL4's flexibility also provided readily coded solutions to the need for flexibility in pattern-matching with inflectional endings in the study of the style of literature in foreign languages. As other writers have observed, SNOBOL4 allows the programmer to write very dense, unstructured, indecipherable, and unmaintainable code. As with APL, the same programmer can return to code that he or she wrote some time ago and be completely puzzled by it. Even so, and perhaps because of this, SNOBOL4 is useful for the custom, one-time-use job. Moreover, if care is taken to write explicit, well-documented programs, SNOBOL4 might well be added not only to the arsenals of humanities and scientific researchers, but also to the workbench of the current business programmer.

—RUDY S. SPRAYCAR

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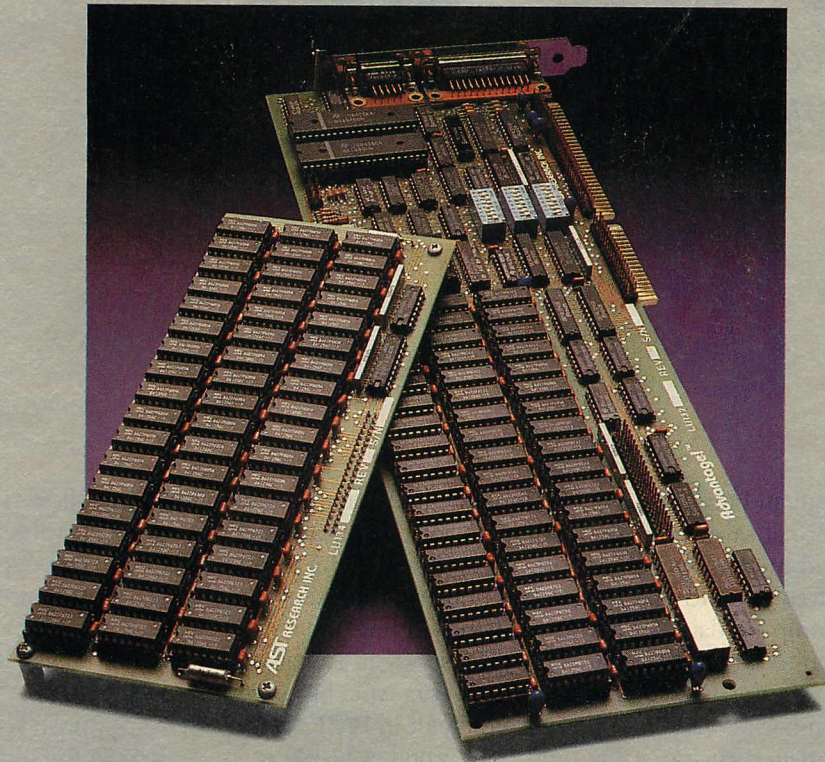
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CIRCLE NO. 103 ON READER SERVICE CARD

PACKing the Date and Time

A slick DOS technique for putting a time and date stamp on data records

PATRICK FINAN

Converting the date and time to a "packed" format saves storage space and increases application speed. I often need to put a date and time stamp on data records that are written to a file.

The easiest way to do this is simply to store the familiar MM/DD/YY and HH:MM:SS formatted character strings as fields of the record; however, there are two major problems with this technique. First, each field requires eight bytes of file or memory space. The second problem involves the actual format of the string value. In an interactive application, the date could be entered as 12/7/85, 12/07/85, or even 12-7-85. This inconsistent format makes sorting and comparison of time and date values difficult.

DOS stores the date and time a file was last accessed in the disk directory by packing them into 16-bit values. There are several advantages to converting the date and time to a packed format, the main one being that less disk space on data file records is used; another advantage is that less memory is used when dynamically allocating records that

contain the time and date. In addition, if the language being used supports an unsigned 16-bit value, the packed numeric representation allows for faster sorting and comparisons. This is easy in Pascal using the WORD data type, but it gets a bit more difficult in BASIC since the only 16-bit value available is a signed INTEGER.

Finally, because the year is stored as an offset from a predefined base year instead of an absolute value, problems associated with the transition from the year 1999 to the year 2000 are eliminated. If 1980 is selected as the base year, in 1999 the year component of the packed date value would be 19, while in 2000 it would be 20. Sorts and comparisons that use the packed form of the date will all function properly at the turn of the century.

THE TECHNIQUE

The two techniques used to pack and unpack the date and time are called bit masking and bit shifting. Bit masking allows the isolation of specific bits in a value, while bit

shifting allows the bit pattern of a particular value to be moved to the left or right. While these techniques are typically used by assembly language programmers, most people do not realize that they can be used in higher level languages.

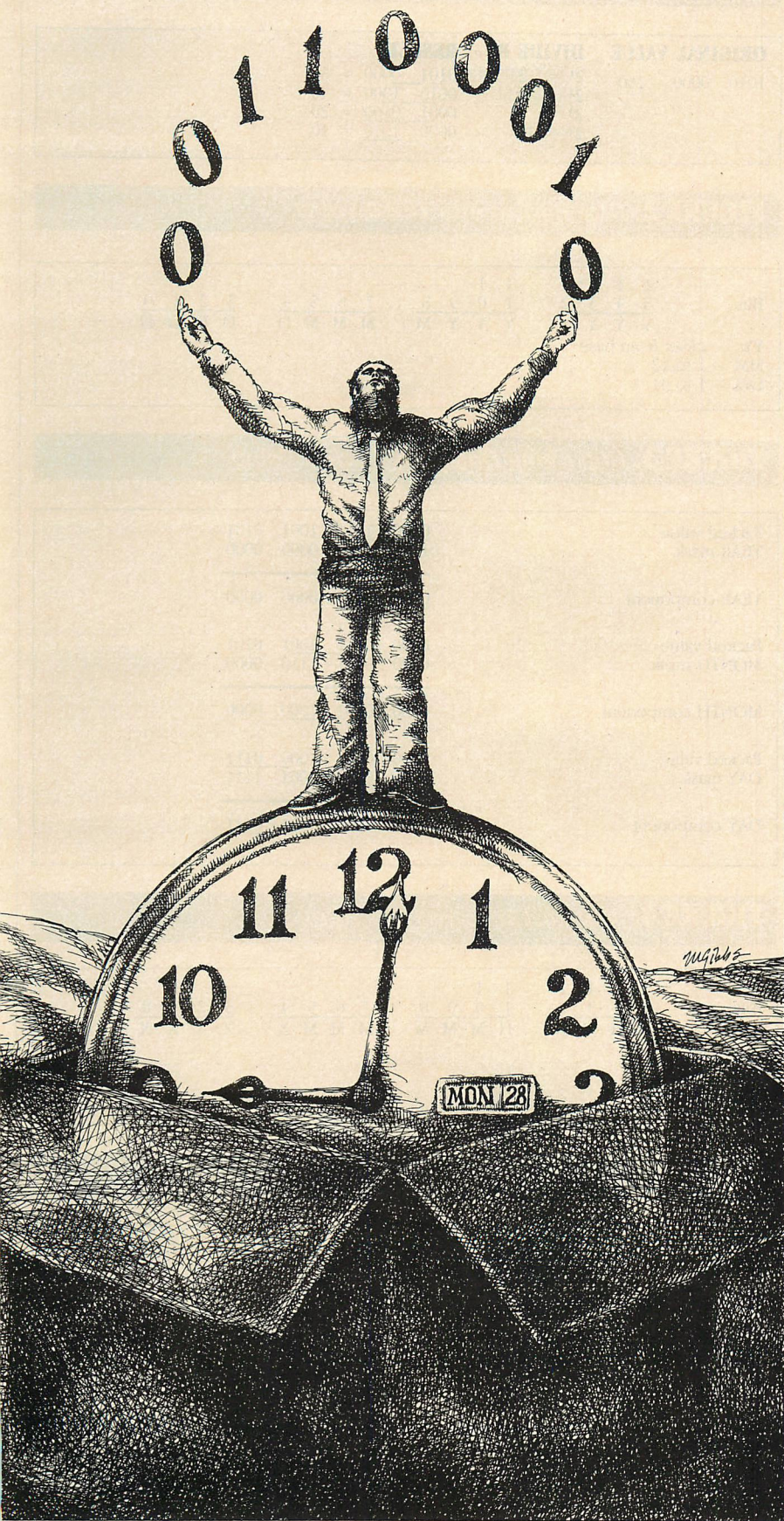
Suppose you were only interested in the upper four bits of a variable that had a bit representation of 1010 1100 as follows:

```
1 0 1 0 1 1 0 0
and 1 1 1 1 0 0 0 0 (mask value)
```

```
1 0 1 0 0 0 0 0
```

This shows that those bits could be isolated by ANDing the value with a "mask" that has 1s in the bit positions that are to be isolated and 0s in the other positions. The AND operation says that the result will be a 1 only if the two bits being compared are both 1. The result of this bit-by-bit comparison is 1010 0000. Remember, the value of the individual bits is important, not the magnitude of the resulting number.

Patrick Finan is a senior systems analyst, who lives in Ohio. He has a degree in electrical engineering and an MBA in finance.



Once the desired bits are isolated, they can be shifted to the right to get a meaningful value for the bit pattern. Dividing the value by two has the effect of shifting the bit pattern one position to the right. In general, to shift the bit pattern n positions to the right, divide by 2^n . As may be obvious, to move the bit pattern to the left n positions, multiply by 2^n . Figure 1 shows that the value must be divided by 24 or 16 in order to shift the bit pattern four positions to the right.

PACKING THE DATE

The date can be packed into a 16-bit value (see figure 2). Note that the year is an offset from a base year (here, 1980 is used because that is the base year used by IBM). The year component of the packed value in 1985 will be a 5, since 1985 is five years from the base year. Seven bits are allocated to the year component, so the offset can range from 0 to 127 years.

The task is to convert the familiar MM/DD/YY representation of the date into its packed format. This is accomplished by isolating the

DATE AND TIME

month, day, and year components from the string representation; converting them to numbers; and putting the resulting values in the proper positions of the packed value.

An example should illustrate the process. To convert the date 12/07/85 to a packed format, first extract the character strings for the month, day, and year and then convert them to a numeric value. As mentioned above, the year is really an offset from the base year of 1980, so 80 should be subtracted from the year value. Thus, the numeric values for each component are these (the 5 indicates number of years from the base year):

Year = 5 0000 0101
Month = 12 0000 1100
Day = 7 0000 0111

The next step is to position the significant bits of each value (as noted by the underline) in the proper positions of the packed value. This can be accomplished by shifting the bits in each value the proper number of times and adding the results together. Because the month occupies bits 5 through 8 in the packed value, multiply the month by 25 or 32 to shift the bit pattern five positions to the left. Similarly, because the year occupies bits 9 through 15 in the packed value, multiply the year by 29 or 512 to shift the bit pattern nine positions to the left. The bits for the day value are already in the proper positions, so no shifting is necessary. By adding the shifted values together, the packed value of the date is obtained:

Year 0000 1010 0000 0000
Month 0000 0001 1000 0000
Day 0000 0000 0000 0111

Packed 0000 1011 1000 0111
value YYYY YYMM MMMD DDDD

UNPACKING THE DATE

Unpacking the date back into its familiar string representation follows a similar (but reversed) process.

FIGURE 1: Bit Pattern Shift

ORIGINAL VALUE	DIVIDE BY	RESULT
1010 0000 = 160	2 ¹ = 2	0101 0000 = 80
	2 ² = 4	0010 1000 = 40
	2 ³ = 8	0001 0100 = 20
	2 ⁴ = 16	0000 1010 = 10

FIGURE 2: Date Packed into 16-Bit Value

Bits	1 1 1 1	1 1		7 6 5 4	3 2 1 0
	5 4 3 2	1 0 9 8		M M M D	D D D D
	Y Y Y Y	Y Y Y M			
YY	- offset from base				
MM	- 1 to 12				
DD	- 1 to 31				

FIGURE 3: Unpacking Date from Packed Value

Packed value	0000 1011 1001 0101
YEAR mask	1111 1110 0000 0000
YEAR component	0000 1010 0000 0000
Packed value	0000 0111 1001 0101
MONTH mask	0000 0001 1110 0000
MONTH component	0000 0001 1000 0000
Packed value	0000 0111 1000 0111
DAY mask	0000 0000 0001 1111
DAY component	0000 0000 0000 0111

FIGURE 4: Standard Military Time 16-Bit Map

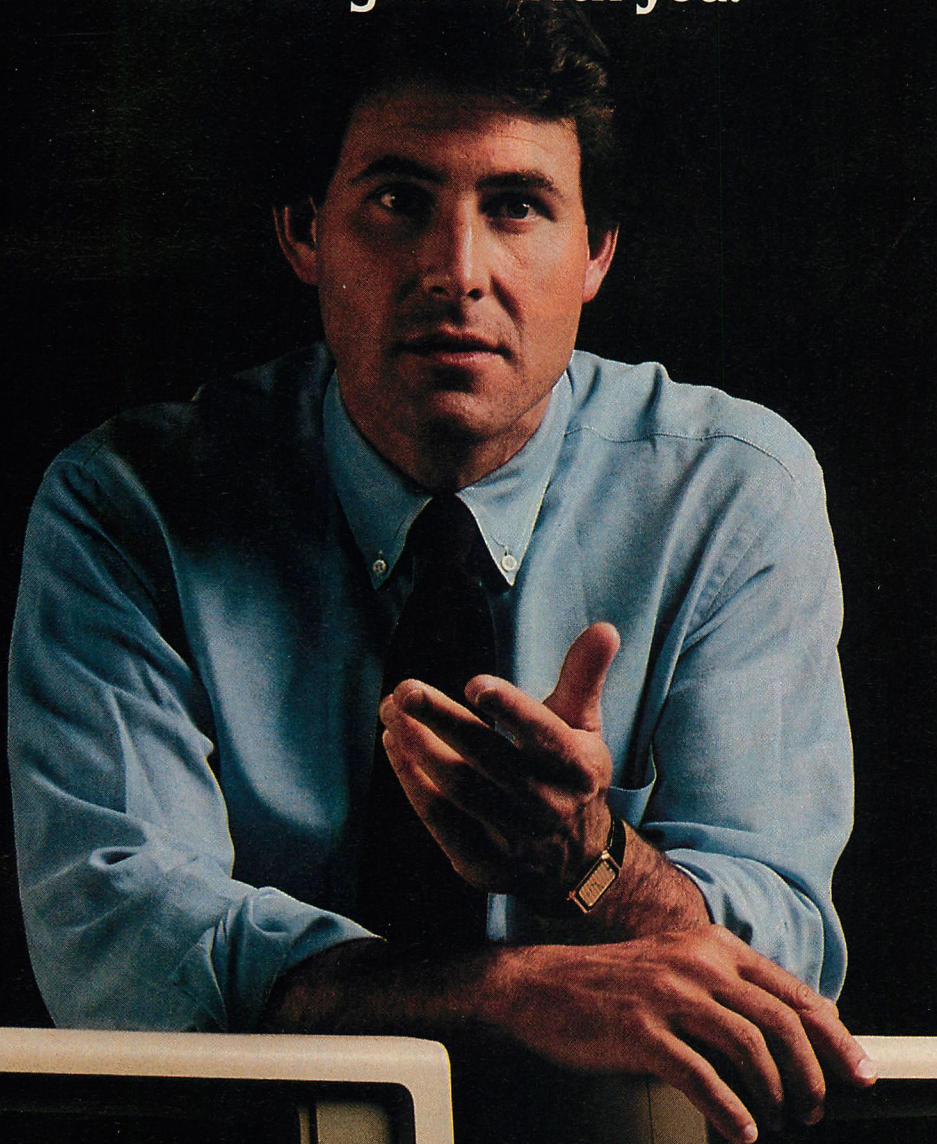
Bits	1 1 1 1	1 1		7 6 5 4	3 2 1 0
	5 4 3 2	1 0 9 8		M M M X	X X X X
	H H H H	H M M M			
HH	- 0 to 23				
MM	- 0 to 59				
XX	- 0 to 30				

FIGURE 5: Component Values

HOUR	= (PACKED VALUE AND 1111 1000 0000 0000) / 2 ¹¹ = (21, 512 AND &HF800)/2048 = 10
MINUTE	= (PACKED VALUE AND 0000 0111 1110 0000) / 2 ⁵ = (21, 512 AND &H07E0)/32 = 32
SECOND	= (PACKED VALUE AND 0000 0000 0001 1111) * 2 = (21, 512 AND &H001F) * 2 = 16

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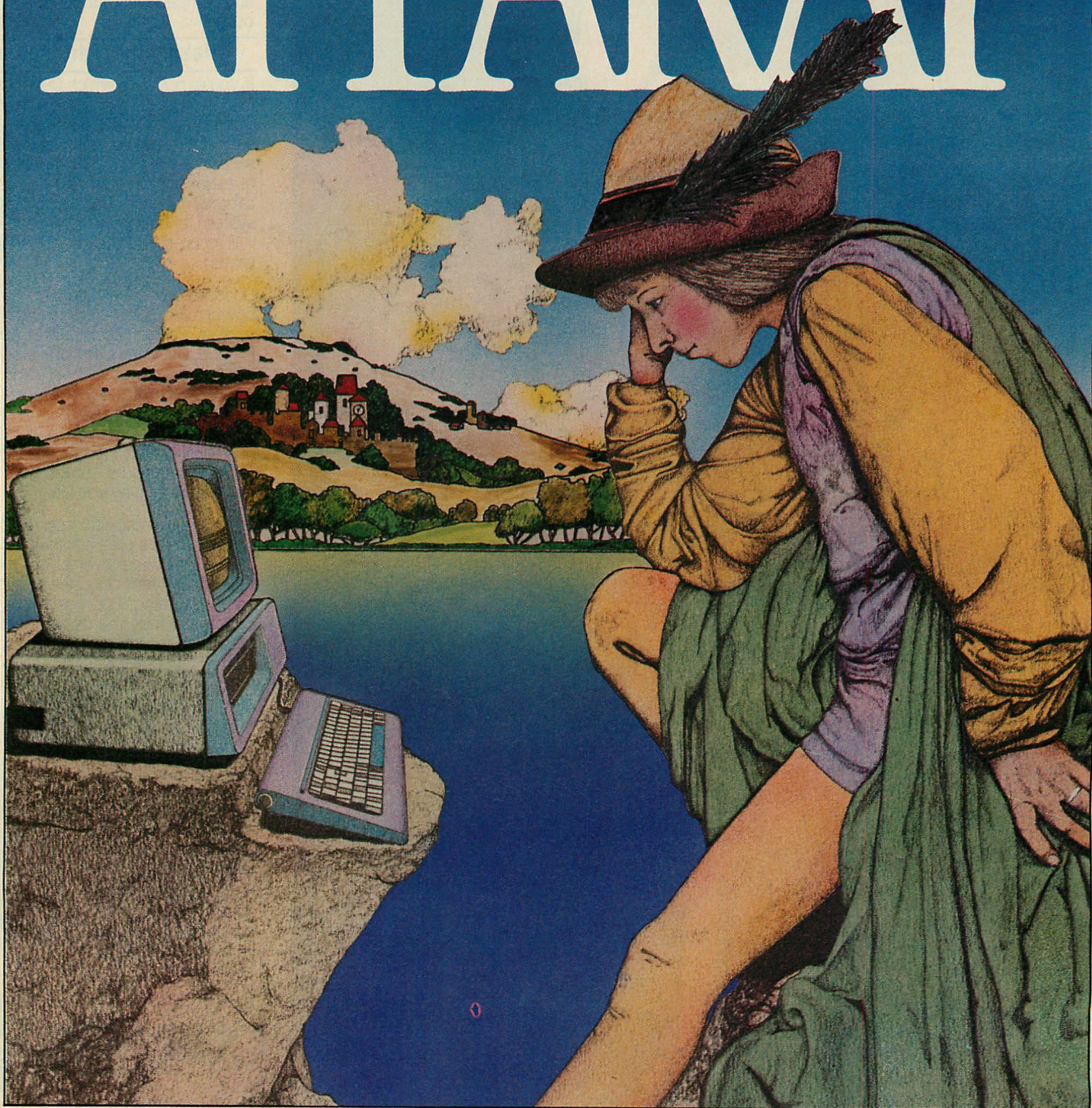
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DATE AND TIME

The specific bits in the packed value need to be isolated; shift the bits to the right to recover the numeric value of the month, day, and year; translate the numbers to their ASCII string representations; and rebuild the MM/DD/YY string.

To unpack the date from the newly created packed value, first, mask off only the bits needed for each component value by logically ANDing the packed value with the appropriate mask as shown in figure 3. Then shift the bits in the year component to the right nine positions by dividing by 29 or 512, and shift the month bits to the right five positions by dividing by 25 or 32. The day bits are already in the correct position. Remember that the year is an offset from the base year of 1980, so add 80 to the year component after shifting the bits. The values of the year, month, and day components after doing the division are 85, 12, and 7 respectively.

The final step is to convert these numbers to their ASCII string representations and rebuild the date string, complete with the '/' separator character. The Pascal program DATEDemo (listing 1) demonstrates these techniques. DATEDemo prompts for a date in MM/DD/YY format, passes it to PACK DATE, displays the resulting packed value, and then executes UNPACK DATE in order to restore the original form. (Quit the DATEDemo program by typing END when prompted for the date.)

PACK DATE handles dates that were entered with or without leading 0s. This means that 12/7/85 and 12/07/85 will both map to the same value. UNPACK DATE does not print the leading 0 for the months January through September, but does display a leading 0 in the day field if appropriate. This simple example assumes that all values are entered within the proper range. The versions of the routines used here are much more extensive and include range edit checks.

PACKING AND UNPACKING THE TIME

Once the procedure for packing and unpacking the date is understood, then processing the time should be a snap. The standard military time representation of HH:MM:SS can be mapped into 16 bits as shown in figure 4. Note that XX represents the number of two-second intervals, since we are one bit short of being able to represent the number of seconds fully. This reduced level of resolution should not be a problem in most situations. In order to to pack the time, the hours, minutes, and seconds components must be isolated, then converted to numeric form, and the resulting values positioned in the proper places in the packed value. Assuming that each of the components has been isolated and converted to a numeric form, the packed value for the time can be generated as follows:

Packed Value =
 $(\text{HOURS} * 211) + (\text{MINUTES} * 25) + (\text{SECONDS}/2)$

Using 10:32:16 as an example, the packed value should be 0101 0100 0000 1000 or 21,512. Work through the bit patterns to prove it to yourself.

To unpack the time, extract each component of the time using the proper bit mask and shift the resulting bit values to the right the proper number of times. Then, using the results of the previous example, calculate the component values. Figure 5 illustrates this procedure for hours, minutes, and seconds.

The seconds value need not be divided because the bits are properly aligned, but do multiply by two to convert from two-second increments into seconds. The final step would be to convert the numbers to their ASCII string representation and rebuild the familiar HH:MM:SS time string. Listing 2 is the Pascal program TIMEDemo, which demonstrates this process.



DATE AND TIME

LISTING 1: DATEDEMO

```

PROGRAM DATEDEMO(INPUT,OUTPUT);

CONST
  SLASH = '/';
  BASE_YEAR = 80;

TYPE
  DATE_TYPE = STRING(8);

VAR
  REQ_DATE:DATE_TYPE;
  PACKED_VALUE:WORD;

PROCEDURE PACK_DATE(DATE_STRING:DATE_TYPE;
  VAR DATE_WORD:WORD);

VAR
  START_POSITION:INTEGER;
  SLASH_POSITION:INTEGER;
  TEMP_WORD:WORD;
  TEMP_STRING:LSTRING(2);
  SUCCESS:BOOLEAN;

BEGIN {PACK_DATE}

  DATE_WORD := 0;
  START_POSITION := 1;
  SLASH_POSITION := POSITN(SLASH,DATE_STRING,START_POSITION);
  MOVE(ADR DATE_STRING[START_POSITION],ADR TEMP_STRING[1],
    WRD(SLASH_POSITION - START_POSITION));
  TEMP_STRING.LEN := LOBYTE(SLASH_POSITION - START_POSITION);
  SUCCESS := DECODE(TEMP_STRING,TEMP_WORD);
  DATE_WORD := DATE_WORD + (TEMP_WORD * 32);

  START_POSITION := SLASH_POSITION + 1;
  TEMP_WORD := 0;
  SLASH_POSITION := POSITN(SLASH,DATE_STRING,START_POSITION);

```

```

  MOVE(ADR DATE_STRING[START_POSITION],ADR TEMP_STRING[1],
    WRD(SLASH_POSITION - START_POSITION));
  TEMP_STRING.LEN := LOBYTE(SLASH_POSITION - START_POSITION);
  SUCCESS := DECODE(TEMP_STRING,TEMP_WORD);
  DATE_WORD := DATE_WORD + TEMP_WORD;

  START_POSITION := SLASH_POSITION + 1;
  TEMP_WORD := 0;
  MOVE(ADR DATE_STRING[START_POSITION],ADR TEMP_STRING[1],2);
  TEMP_STRING.LEN := 2;
  SUCCESS := DECODE(TEMP_STRING,TEMP_WORD);
  IF TEMP_WORD < BASE_YEAR THEN
    DATE_WORD := DATE_WORD + (((100 - BASE_YEAR) + TEMP_WORD) * 512)
  ELSE
    DATE_WORD := DATE_WORD + ((TEMP_WORD - BASE_YEAR) * 512);

END; {PACK_DATE}

PROCEDURE UNPACK_DATE(VAR DATE_STRING:DATE_TYPE;
  DATE_WORD:WORD);

VAR
  TEMP_WORD:WORD;
  TEMP_STRING:LSTRING(2);
  SUCCESS:BOOLEAN;

BEGIN {UNPACK_DATE}

  DATE_STRING := '      ';

  TEMP_WORD := (DATE_WORD AND 16#01E0) DIV 32;
  SUCCESS := ENCODE(TEMP_STRING,TEMP_WORD:2);
  MOVE(ADR TEMP_STRING[1],ADR DATE_STRING[1],2);
  DATE_STRING[3] := SLASH;

  TEMP_WORD := (DATE_WORD AND 16#001F);
  SUCCESS := ENCODE(TEMP_STRING,TEMP_WORD:2);

```

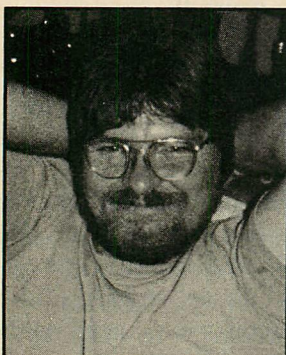
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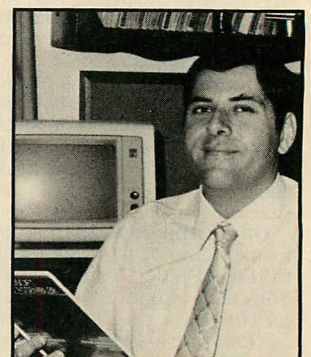


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IF TEMP_STRING[1] = ' ' THEN TEMP_STRING[1] := '0';
MOVE(ADR TEMP_STRING[1],ADR DATE_STRING[4],2);
DATE_STRING[6] := SLASH;

TEMP_WORD := ((DATE_WORD AND 16#FE00) DIV 512);
IF TEMP_WORD < (100 - BASE_YEAR)
THEN TEMP_WORD := TEMP_WORD + BASE_YEAR
ELSE TEMP_WORD := TEMP_WORD + BASE_YEAR - 100;
SUCCESS := ENCODE(TEMP_STRING,TEMP_WORD:2);
IF TEMP_STRING[1] = ' ' THEN TEMP_STRING[1] := '0';
MOVE(ADR TEMP_STRING[1],ADR DATE_STRING[7],2);

END; {UNPACK_DATE}

BEGIN {DATEDemo}

REPEAT
PACKED_VALUE := 0;
WRITE(OUTPUT,'Enter the date [MM/DD/YY]: ');
READLN(INPUT,REQ_DATE);
IF REQ_DATE = 'END' THEN CYCLE;

PACK DATE(REQ_DATE,PACKED_VALUE);
Writeln(OUTPUT,' ');
Writeln(OUTPUT,' The packed value for ',REQ_DATE,' IS ',
PACKED_VALUE);
Writeln(OUTPUT,' ');
REQ_DATE := ' ';
UNPACK DATE(REQ_DATE,PACKED_VALUE);
Writeln(OUTPUT,' The unpacked string for ',PACKED_VALUE,
' IS ',REQ_DATE);
Writeln(OUTPUT,' ');
Writeln(OUTPUT,'-----');
UNTIL REQ_DATE = 'END' ;

Writeln(OUTPUT,' ');
Writeln(OUTPUT,'End of DATEDemo program');
END. {DATEDemo}

```

LISTING 2: TIMEDemo

```

PROGRAM TIMEDemo(INPUT,OUTPUT);

CONST
COLON = ':';

TYPE
TIME_TYPE = STRING(8);

VAR
REQ_TIME:TIME_TYPE;
PACKED_VALUE:WORD;

PROCEDURE PACK_TIME(TIME_STRING:TIME_TYPE;
VAR TIME_WORD:WORD);

VAR
START_POSITION:INTEGER;
COLON_POSITION:INTEGER;
TEMP_WORD:WORD;
TEMP_STRING:LSTRING(2);
SUCCESS:BOOLEAN;

BEGIN {PACK_TIME}

TIME_WORD := 0;
START_POSITION := 1;
COLON_POSITION := POSITN(COLON,TIME_STRING,START_POSITION);
MOVE(ADR TIME_STRING[START_POSITION],ADR TEMP_STRING[1],
WRD(COLON_POSITION - START_POSITION));
TEMP_STRING.LEN := LOBYTE(COLON_POSITION - START_POSITION);
SUCCESS := DECODE(TEMP_STRING,TEMP_WORD);
TIME_WORD := TIME_WORD + (TEMP_WORD * 2048);

START_POSITION := COLON_POSITION + 1;
TEMP_WORD := 0;
COLON_POSITION := POSITN(COLON,TIME_STRING,START_POSITION);

```

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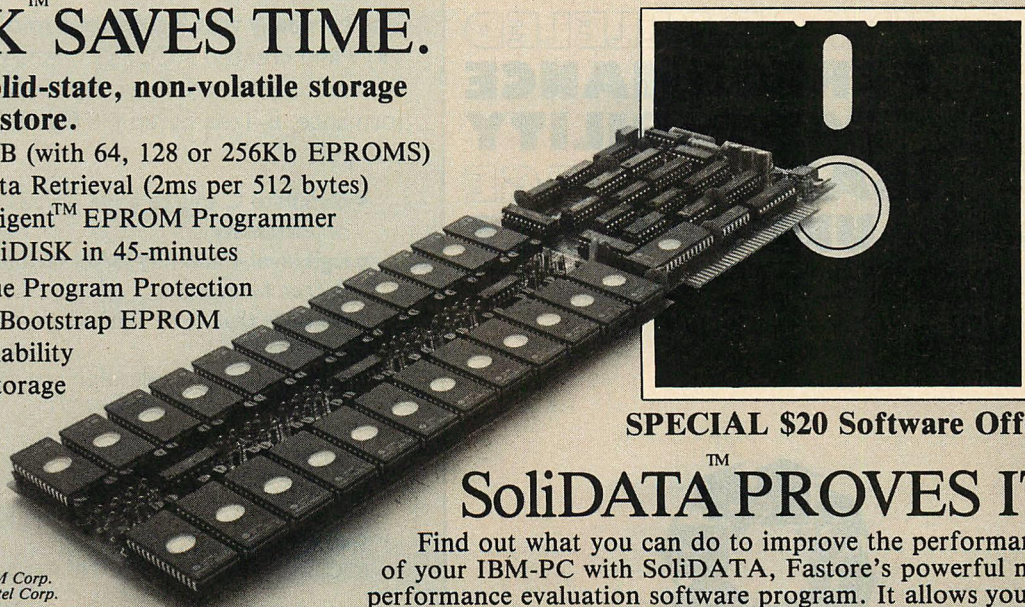
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DATE AND TIME

```

MOVEL(ADR TIME_STRING[START_POSITION],ADR TEMP_STRING[1],
      WRD(COLON_POSITION - START_POSITION));
TEMP_STRING.LEN := LOBYTE(COLON_POSITION - START_POSITION);
SUCCESS := DECODE(TEMP_STRING,TEMP_WORD);
TIME_WORD := TIME_WORD + (TEMP_WORD * 32);

START_POSITION := COLON_POSITION + 1;
TEMP_WORD := 0;
MOVEL(ADR TIME_STRING[START_POSITION],ADR TEMP_STRING[1],2);
TEMP_STRING.LEN := 2;
SUCCESS := DECODE(TEMP_STRING,TEMP_WORD);
TIME_WORD := TIME_WORD + (TEMP_WORD/WRD(2));

END; {PACK TIME}
PROCEDURE UNPACK_TIME(VAR TIME_STRING:TIME_TYPE;
                     TIME_WORD:WORD);

VAR
  TEMP_WORD:WORD;
  TEMP_STRING:LSTRING(2);
  SUCCESS:BOOLEAN;

BEGIN {UNPACK_TIME}

  TIME_STRING := '      ';

  TEMP_WORD := (TIME_WORD AND 16#F800) DIV 2048;
  SUCCESS := ENCODE(TEMP_STRING,TEMP_WORD:2);
  MOVEL(ADR TEMP_STRING[1],ADR TIME_STRING[1],2);
  TIME_STRING[3] := COLON;

  TEMP_WORD := (TIME_WORD AND 16#07E0) DIV 32;
  SUCCESS := ENCODE(TEMP_STRING,TEMP_WORD:2);
  IF TEMP_STRING[1] = ' ' THEN TEMP_STRING[1] := '0';
  MOVEL(ADR TEMP_STRING[1],ADR TIME_STRING[4],2);
  TIME_STRING[6] := COLON;

  TEMP_WORD := (TIME_WORD AND 16#001F) * 2;

```

```

SUCCESS := ENCODE(TEMP_STRING,TEMP_WORD:2);
IF TEMP_STRING[1] = ' ' THEN TEMP_STRING[1] := '0';
MOVEL(ADR TEMP_STRING[1],ADR TIME_STRING[7],2);

END; {UNPACK_TIME}

BEGIN {TIMEDEMO}

REPEAT
  PACKED_VALUE := 0;
  WRITE(OUTPUT,'Enter the time [HH:MM:SS]: ');
  READLN(INPUT,REQ_TIME);
  IF REQ_TIME = 'END' THEN CYCLE;

  PACK TIME(REQ_TIME,PACKED_VALUE);
  WRITELN(OUTPUT,' ');
  WRITELN(OUTPUT,' The packed value for ',REQ_TIME,
           ' IS ',PACKED_VALUE);
  WRITELN(OUTPUT,' ');
  REQ_TIME := '      ';
  UNPACK TIME(REQ_TIME,PACKED_VALUE);
  WRITELN(OUTPUT,' The unpacked string for ',PACKED_VALUE,
           ' IS ',REQ_TIME);
  WRITELN(OUTPUT,' ');
  WRITELN(OUTPUT,'-----');
  UNTIL REQ_TIME = 'END';

  WRITELN(OUTPUT,' ');
  WRITELN(OUTPUT,'End of TIMEDEMO program');
END. {TIMEDEMO}

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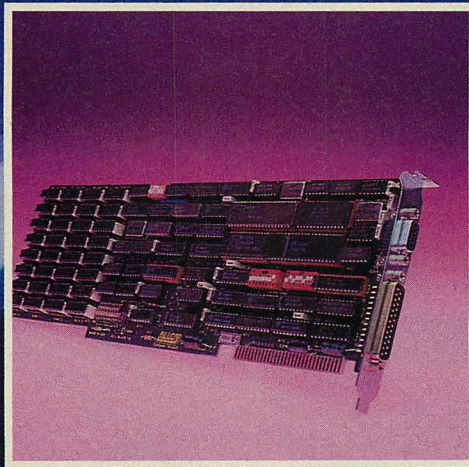
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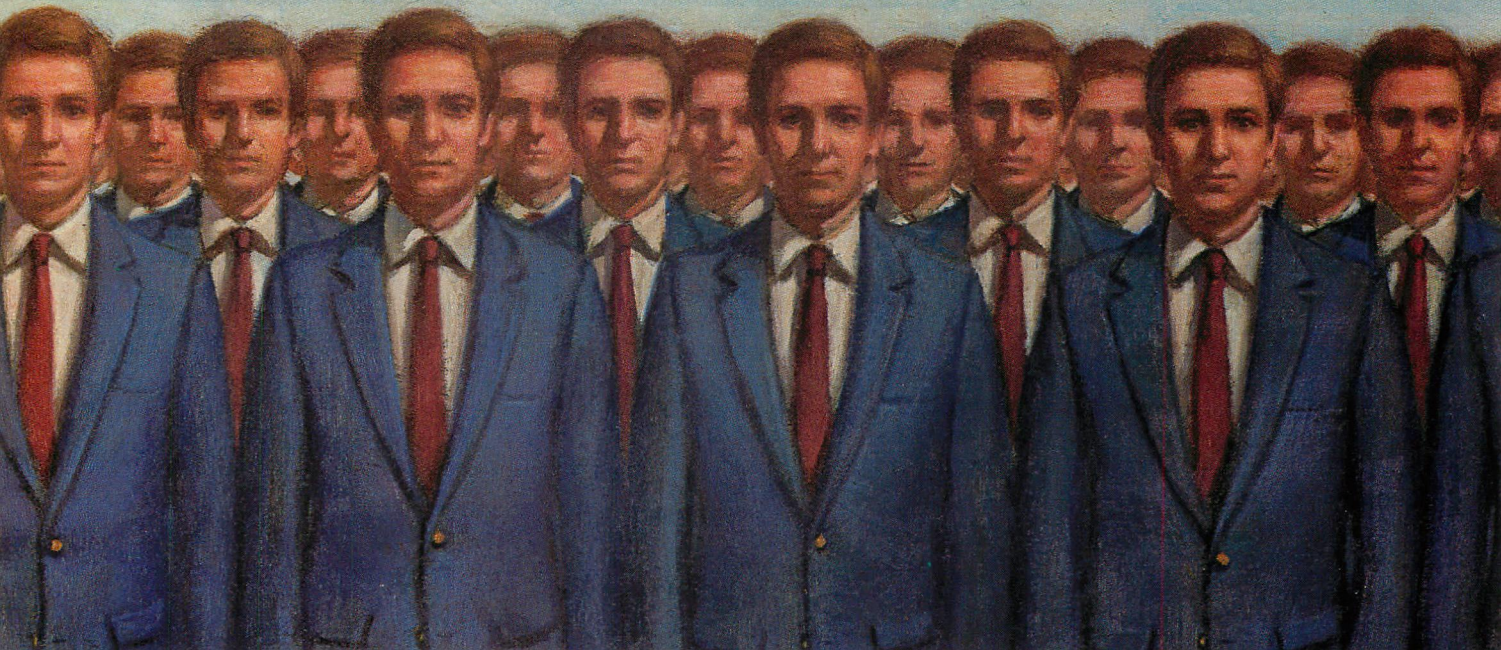
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The Maverick PC-80 occupies a single slot in a PC or PC/XT, and it can manage up to two SMD-compatible drives (fixed or removable) with storage capacities ranging from 16MB to 1.6 gigabytes. The controller was designed using CMOS technology for low power consumption and is capable of high-speed DMA with data transfer rates of 2.5 MB/sec. The Maverick controller is also able to perform overlapped seeks, bad track remapping, and it supports variable sector interleaving. A 32-bit error checking and correction (ECC) code allows 11-bit error correction, thus giving the same level of error detection as that provided by the PC's fixed-disk drive adapter. The controller will operate under DOS 2.0 and 2.1, as well as the QNX and COHERENT operating systems. And, as might be expected, DOS 3.0 support is coming soon.

THE SMD INTERFACE

The storage module drive, or SMD, interface specifies an electrical connection between a controller and disk drives. Developed by Control Data Corporation, SMD has been widely accepted and is followed by more than 14 disk manufacturers, including Fujitsu, Kennedy, NEC, and Priam. Control Data itself offers at least nine disk models adhering to the SMD interface. Typically, SMD-compatible drives have storage capacities that far exceed those that are normally provided on a micro-computer—in many cases, they are hundreds of megabytes.

The SMD interface consists of digital signals transmitted over two cables: the A cable is a 60-pin, twisted-pair, flat cable, with a maximum cumulative length of 100 feet, on which control and data signals are transmitted; the B cable is a 26-pin, ribbon-flat cable with ground plane and drain wire, with a maximum length of 50 feet, on which read and write information is transmitted. Figure 1 shows the pin as-

FIGURE 1: SMD Interface A Cable Pin Assignments

BALANCED SIGNAL PINS (LOW, HIGH)	SIGNAL NAME	SIGNAL DIRECTION CONTROLLER DRIVE
1,31	Tag 1, Cylinder Select	→
2,32	Tag 2, Head Select	→
3,33	Tag 3, Control Select	→
4,34	Bus Lines Bit 0	→
5,35	Bit 1	→
6,36	Bit 2	→
7,37	Bit 3	→
8,38	Bit 4	→
9,39	Bit 5	→
10,40	Bit 6	→
11,41	Bit 7	→
12,42	Bit 8	→
13,43	Bit 9	→
14,44	Open Cable Detector	→
15,45	Fault	←
16,46	Seek Error	←
17,47	On Cylinder	←
18,48	Index	←
19,49	Unit Ready	←
20,50	Address Mark Found	←
21,51	Busy	←
22,52	Unit Select Tag	→
23,53	Unit Select 2 ⁰	→
24,54	Unit Select 2 ¹	→
25,55	Sector	←
26,56	Unit Select 2 ²	→
27,57	Unit Select 2 ³	→
28,58	Write Protected	←
29	Power Sequence Pick	→
59	Power Sequence Hold	→
30,60	Spare (Not Used)	

FIGURE 2: SMD Interface B Cable Pin Assignments

BALANCED SIGNAL PINS (LOW, HIGH)	SIGNAL NAME	SIGNAL DIRECTION CONTROLLER DRIVE
1	Ground	
2,14	Servo Clock	←
15	Ground	
3,16	Read Data	←
4	Ground	
5,17	Read Clock	←
18	Ground	
8,20	Write Data	→
7	Ground	
6,19	Write Clock	→
21	Ground	
22,9	Unit Selected	←
10,23	Seek End	←
11	Ground	
12,24	Index	←
25	Ground	
13,26	Sector	←

signments for the A cable and figure 2 shows them for the B cable.

The 10 bus lines on the A cable transmit different information depending on the value of the tag bits. If Tag 1 is set, then all 10 bus lines combine to select the cylinder address. When Tag 2 is set, bus lines 0 through 4 are used to select the read/write head. This yields a theoretical maximum of 2^{10} , or 512, tracks and 2^5 , or 32, heads that can be addressed through the SMD interface. It is natural to assume that the SMD interface specifications allow such large-capacity disk drives to be attached to the IBM PC. In fact, a surprising revelation is that the PC fixed-disk adapter also allows 10 bits for a cylinder address and it allows 5 bits for a read/write head address.

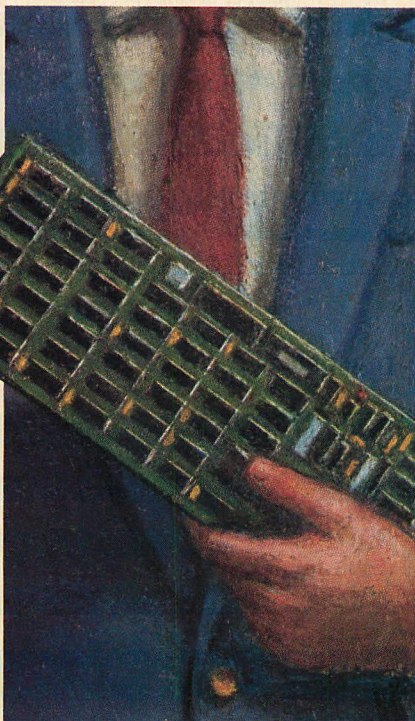
If both interfaces are logically equipped to address large disks, why should the SMD interface be the only way to take advantage of such capacities? The answer to that question has to do with the market demand for mass storage.

Traditionally, small desktop computer users have been satisfied with capacities of 5, 10, or 20 megabytes. Even on IBM's new AT, the maximum storage capacity currently supported is 40MB. By most mini-computer or mainframe standards, this is piddling. Disk-drive manufacturers have responded with devices to meet this demand, and the most popular capacity today is just 10 MB.

On the open market, however, manufacturers have built 8- and 14-inch drives with capacities of 500MB or more and excellent price/capacity ratios. Just about all of these drives use the SMD interface. For those users with capacity requirements far in excess of the usual drives (for example, data management, laboratory, or network service), it would seem that SMD drives offer the ideal solution. Interphase has chosen to provide the PC owner with a means to tap this valuable resource.

INSTALLATION

Installation consists of three steps: inserting the controller into the PC and attaching the cables to the disk drives, configuring a device driver, and initializing the disks. Easy-to-use, interactive utilities are provided to configure the device driver and to initialize the disk. The non-technical *Installation and User's*



Manual guides the user effortlessly through the installation process.

As shipped from the factory, the controller board is correctly configured for the IBM PC (DIP switches 4,7,8 on; all others off). This sets the I/O base address to 360H, and the boot ROM address to D8000H. Interrupt request 5 is used to indicate command completion, and DMA request channel 3 is used as well as DMA acknowledge channel 3. The controller needs only to be inserted into a full-size empty slot in the PC. The SMD A cable is attached first to the controller board, then to drive 0. If a second drive is present, then the A cable is daisy-chained from the first drive to the second. Separate B cables are attached to each drive from the

board. The drives should be configured for 512-byte sectors and set for the appropriate unit (0 or 1). If hard sectoring is supported by the drive, it should also be selected. For this review, the Maverick SMD PC-80 controller was installed under DOS 2.1 in a PC with two DSDD diskette drives, no expansion chassis, 512KB of memory, an AST Mega-Plus-2 multifunction board, a monochrome adapter and display, and a color graphics adapter and display. *PC Tech Journal* tested the controller using an Amcodyne Arapahoe 7110 SMD 50MB disk drive, provided by Interphase, which has a 25MB removable cartridge disk and a 25MB fixed disk.

DEVICE DRIVER CONFIGURATION

The next step is to custom-configure a DOS device driver. This is done with the program SMDCFG, which takes as its input a configuration file that describes the drive's parameters. Interphase supplies configuration files for more than 20 different disk drives, but any SMD drive can be used if a configuration file is created for it. A sample configuration file, *GENERIC.CFG*, that is supplied on the installation disk can be edited for the customer's particular SMD drive. Interphase will provide technical support to any customer needing help creating the configuration file. Figure 3 shows the configuration file used for the Amcodyne Arapahoe drive.

In addition to describing the physical characteristics of the drive, such as the number of cylinders, heads, and sectors per track, and the sector interleave factor, the configuration file also contains information that is used for dividing the physical units into logical units. A maximum of 24 logical units can be defined, each of them holding as many as 32MB. DOS recognizes each logical unit as a block device—that is, as device C:, D:, etc. Sectors 0 and 1 on each physical

MAVERICK

unit are reserved for a boot sector and controller information.

VOLUME INITIALIZATION

The utility, SMDINIT, formats the logical volumes. It writes the header information for each sector and a dummy data field, writes the volume label, and creates the DOS root directory and file allocation table. When the logical volume is defined, a number of cylinders can be designated as reserved. These are used for remapping bad tracks. The bad tracks can be included in a defects text file, and they will be remapped by the SMDINIT utility. SMDINIT creates a hidden file, DEFECTS\$.SYS, in the root directory, which contains the remapping information. This file is used by SMDFMT to reformat the disk. Actual remapping is invisible to the operating system. The header information on the bad track contains the address of the substitute track.

For the Amcodyne drive, the Interphase-supplied configuration file specified 20 reserved cylinders in each logical volume; that translates into 640KB per volume (20 cylinders * 2 heads * 32 sectors/track * 512 bytes/sector). Interphase recommends 20 reserved cylinders to allow a comfortable margin for bad track remapping. However, when the SMDINIT utility was run on the Amcodyne drive, only one bad track was found in each volume, so 20 reserved cylinders seemed to be overkill. In fact, no cylinders need to be reserved at all. If bad tracks are found when there are no more reserved cylinders, SMDINIT will mark the bad area as allocated in the DOS file allocation table. Note that this is an effective means of remapping tracks only if all disk accesses go through the DOS file management system.

HARDWARE COMPATIBILITY

Interphase has designed the Maverick controller board to be versatile and capable of being configured to

FIGURE 3: Amcodyne Configuration File

AMCODYNE 7110 (ARAPAHOE)			
644	;Total number of cylinders	14	;Spiral skew offset
2	;Number of volumes	5	;Attribute flags
0	;Starting head for volume 0	1	;Number of logical units on volume 0
2	;Number of heads for volume 0	1	;Fixed/removable for volume 0 (0 if fixed, 1 if removable)
2	;Starting head for volume 1		
2	;Number of heads for volume 1	624	;Number of data cylinders (LUN 0)
32	;Number of sectors per track	20	;Number of reserved cylinders (LUN 0)
512	;Number of bytes per sector	1	;Number of logical units on volume 1
28	;Number of bytes in gap 1	0	;Fixed/removable for volume 1 (0 if fixed, 1 if removable)
22	;Number of bytes in gap 2		
4	;Sector interleave factor	624	;Number of data cylinders (LUN 0)
3	;Data retry count	20	;Number of reserved cylinders (LUN 0)

TABLE 1: Fixed-disk Benchmarks

DISK DRIVE	SEQUENTIAL (Number of Sectors)				RANDOM 1-SECTOR (Fraction of Disk)				RANDOM 8-SECTOR (Fraction of Disk)			
	1	8	16	24	.10	.33	.50	.90	.10	.33	.50	.90
Maverick (50MB)	.019	.036	.055	.082	.036	.054	.054	.069	.058	.071	.071	.088
PC/XT (10MB)	.022	.071	.129	.187	.078	.111	.146	.221	.124	.165	.190	.275
PC/AT (20MB)	.003	.027	.052	.077	.044	.044	.054	.069	.063	.069	.074	.091

TABLE 2: Disk Drive Specs

	AMCODYNE (50MB)	PC/XT (10MB)	PC/AT (20MB)
Access time track to track	10 ms	3 ms	2 ms
Average latency	8.5 ms	8.33 ms	8.4 ms
Rotation speed	3545 rpm	3600 rpm	3573 rpm
Data transfer rate	1.2MB/sec	625KB/sec	625KB/sec
Track density	555 tpi	345 tpi	750 tpi

work with other hardware a user has installed. The company's aim is to free the user from having to go through an extensive configuration process or to alter existing equipment. In a PC/XT, the Maverick controller shares the DMA channel and IRQ with the fixed disk. If the user wants to use the controller in or with an expansion chassis, the controller board can be custom-configured at the factory.

DOS COMPATIBILITY

Interphase claims that any program that goes through DOS or uses BIOS calls will work with the controller. It is recommended that the number of DOS buffers be set to 10 by using the BUFFERS= command in the CONFIG.SYS file. The device driver created by the SMDCONFIG utility is installed by including the DEVICE= command in the CONFIG.SYS file. This means that a dis-

kette must be used to boot the system. Interphase is working on a version of the controller that allows booting from the hard disk. When the new version of the controller is released, a utility, UPGRADE, will be provided that reconfigures the disk device driver and writes the boot sector to the hard disk.

One problem with DOS versions 2.0 and 2.1 is that only a 12-bit FAT can be used, allowing a maximum of 4,079 clusters per logical unit. On the Amcodyne drive, which has a formatted capacity of 21MB on each of the removable and fixed volumes, the cluster size has to be a whopping 16 sectors in order to reduce the total number of clusters below the maximum. (DOS requires the cluster size to be a power of 2). This means that files are allocated in increments of 16 sectors, or 8,192 bytes, an inefficient allocation unit for small files. I moved my collection of files from a 10MB disk to the Amcodyne removable cartridge. The same files that used 6.6MB on the XT disk required 8MB on the Amcodyne drive. The XT fixed disk uses a cluster size of eight sectors, and even this cluster size is wasteful. At the time this article was written, Interphase was beta testing its DOS 3.0 version. DOS 3.0 supports use of a 16-bit FAT, which allows a smaller cluster size and, therefore, it allows for a more efficient use of the higher capacity disks.

The DOS command FORMAT cannot be used with the Maverick controller—DOS complains that the disk is not compatible, but the Interphase-supplied utility, SMDFMT, can reformat a logical unit, display remapped tracks, and allow manual remapping of bad tracks. Also, the DOS utility FDISK does not recognize the controller, and, at the moment, no other way exists to create and manage partitions.

The DOS commands BACKUP and RESTORE do work with the controller. This may seem little con-

solation after calculating the number of 360KB diskettes it would take to back up even 21MB. However, it is possible to use BACKUP and RESTORE between the fixed and removable volumes of the Amcodyne disk—a workable situation. Another utility planned but not yet provided, SMDCOPY, will perform an image copy from the fixed to the remov-

The Maverick controller returned a performance comparable to a PC/AT 20MB disk and controller, even though the AT uses a 16-bit external data path.

able disk. Interphase claims that this program will back up 25MB of data in less than five minutes.

PERFORMANCE

The standard fixed-disk benchmarks as developed by William Hunt and described in "Fixed-disk Benchmarks" (*PC Tech Journal*, November 1984, p. 64) were run on the Maverick controller. The results of the tests were pleasing. As shown in table 1, the Maverick controller with the Amcodyne drive attached ran two to three times faster than an XT 10MB disk and controller. The greatest improvement in performance was noticeable during longer seeks and multiple sectors transfers. This is due in part to the Amcodyne drive's high-speed data transfer rate (1.2MB/sec), which is 2.5 times the transfer rate of the XT's disk drive. However, note that the Maverick controller is capable of delivering a data-transfer rate of 2.5MB/sec, which is twice that of the Amcodyne drive.

The interleave factor of the drive also has a bearing on the effective data transfer rate; the faster the controller can access the next logical sector, the lower the interleave factor can be. Again the Amcodyne drive has an advantage; its interleave factor is 4 while the XT's interleave factor is 6.

The Maverick SMD controller returned a performance that was comparable to a PC/AT 20MB disk and controller. This is especially significant since the AT uses a 16-bit external data path as compared to the 8-bit external data path of the PC. However, since the data transfer rate of the Amcodyne drive is two times that of the AT drive, equivalent throughput is thus realized. The specifications for each disk drive are shown in table 2.

RECOMMENDATION

The Interphase Maverick PC-80 is easy to install, compatible with existing equipment, and out-performs the smaller XT disks. It is also the only controller I know of that offers IBM PC users the power and enormous capacity of SMD-compatible drives. Interphase has been slow to offer the necessary utilities to provide a workable environment, but once the promised enhancements, such as booting from the fixed disk, DOS 3.0 support, a high-speed back-up utility, and a partition management program are provided, the Maverick controller can be highly recommended as a fully functional alternative for those who need greater storage capacity and faster performance than the typical 5¼-inch disk controllers can deliver.



*Maverick SMD PC-80 Hard-disk
Controller*

*Interphase Corporation
2925 Merrell Road
Dallas, TX 75229
214/350-9000*

\$1,295 (Controller and Utilities)

CIRCLE 481 ON READER SERVICE CARD



PHOTOGRAPH BY MARK ZIMMERMAN

SOUNDHEAD MOTOR
FORWARD ON
REVERSE OFF

EXETER LAMP VOLUME EXETER LAMP



Take III

Converting dBASE II applications to dBASE III requires new approaches to old difficulties.

CHRIS CHRISTIAN

People who have created applications systems using Ashton-Tate's dBASE II database-management program and who contemplate converting such applications for use with the newer version, dBASE III, will discover that solutions to applications problems take subtly different forms in dBASE III than in dBASE II.

Beyond its altered syntax and new commands, dBASE III has other characteristics distinguishing it from dBASE II; these differences require programmers to take a new approach when applying dBASE III to information problems. Some of these differences solve old difficulties. Others create new ones. Awareness of the pros and cons will help users choose between dBASE II and dBASE III for future applications.

dBASE III is considered here only as a programming language, not as an interactive database manager (nonprogrammed mode). Many of dBASE III's new features, including the extensive ASSIST and HELP facilities and the REPORT and LABEL makers, have been specifically designed to make the program easier to use by the nonprogrammer. Details of these features are mentioned here only in terms of the suitable translation of dBASE II functionality to dBASE III code.

All things considered, dBASE III is not a "problem-fix" release, but an entirely new program, written in

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C for portability, and designed for the address space and DOS functions found in the 16-bit environment. The changes involved a complete redesign, unlike the changes from version 2.3B to 2.4 of dBASE II; therefore, the new version was not called dBASE II version 2.5.

DIFFERENT CAPACITY, FUNCTIONS, AND APPEARANCE

There are cosmetic, user interface, and conceptual differences between dBASE II and dBASE III. Table 1 shows the raw capacity changes between the two. dBASE III is a heftier product. It accommodates more fields per record, longer records, and more records per database. It allows ten databases to be used at once instead of merely two. There is a fourfold increase in the number of memory variables and space for memory variables, and numeric precision is increased. Note also the larger screen size and the presence of a type-ahead buffer.

Functional differences between dBASE II and dBASE III are shown in table 2. dBASE III adds some new, built-in functions, which are shown in table 3. Some of these functional differences can be characterized as cosmetic, either a change has been made in the way an application appears to the user or the programmer has been given different control of its appearance.

Most programmers will note a change in the naming of variables. dBASE III uses an underscore instead of a colon. In addition, the colon that dBASE II adds to prompts used with the ACCEPT and INPUT commands is gone in dBASE III; simply add a colon to the prompt message to simulate dBASE II's screen appearance. dBASE III also defaults the on-screen field delimiters to off, but they can be set on and can be changed from colons to other characters, such as "[]".

Although dBASE's messages, such as "100 records indexed," seldom appear in programs (usually

TABLE 1: *Capacity Differences—dBASE II versus dBASE III*

	dBASE II	dBASE III
Number of fields per record	32	128
Total number of bytes per record	1,000	4,000
Number of records per database	65,535	1,000,000,000
Number of open database files	2	10
Total number of open files	7	15
Total fields accessible simultaneously (number of data files times number of fields)	64	1,280
Number of memory variables	64	256
Total number of bytes for memory variables	1,536	6,000
Numeric precision (number of digits)	10	15.9
Addressable screen size (column times row)	80x24	80x25
Type-ahead buffer size (characters)	0	19

TABLE 2: *Functional Differences—dBASE II versus dBASE III*

FEATURE	dBASE II	dBASE III
Character, numeric, logical variables	Yes	Yes
Date and memo variables	No	Yes
Valid field-name characters	A-Z, 0-9, .	A-Z, 0-9, _
+ , * / numeric operators	Yes	Yes
Square, square root, log, and exponent support	No	Yes
IEEE floating-point standard	No	Yes
Allow programmed video enhancements such as reverse video and bell	Yes	No
Extended character set support	Yes	Yes
Multi-field SORT command	No	Yes
Database filter	No	Yes
Unique key index support	No	Yes
Automatic relational positioning to second database	No	Yes
Modular program procedures	Yes	Yes
Memory variable scoping rules between procedures	No	Yes
Subroutine parameters	No	Yes
Procedure-file (library) support	No	Yes
System date and time support functions	No	Yes
Sub-directory filename support	No	Yes
Default directory path support	No	Yes
Display file directory, rename or erase files	Yes	Yes
DOS-like DIR, TYPE, and ERASE commands	No	Yes
Display disk space remaining	No	Yes
Command to copy any type of file	No	Yes
Run user-designated word processor for procedure (program) editing	No	Yes
Run other PC-DOS programs	No	Yes
Assembly language routine interface	Yes	No
Configuration file CONFIG.DB	No	Yes
Run-time package available	Yes	No

SET TALK OFF is in effect), dBASE III does use more informative lower-case messages throughout in place of the cryptic upper-case messages of dBASE II. A new command, SET MENU ON, reminds the user of cursor and other edit functions during CHANGE, EDIT, and BROWSE command execution.

dBASE III features enhanced PICTURE capabilities for SAY and GET on-screen operations. PICTURE now

has predefined macros for more flexible display and input of numbers and dates. It is also worth noting again that dBASE III increases the screen size, from 24 to 25 rows.

The end-user of an application will notice several differences between the behavior of dBASE III and that of dBASE II. One major change is in cursor motions between fields on the screen. dBASE II always positions the cursor to the start of a

field when a between-field cursor movement is made; dBASE III does not. Instead, if the cursor is on position 50 of a 60-character string, keying the up-arrow or down-arrow will move the cursor to position 50 of the preceding or following character string (if it's that long). This makes editing a multiline text field group more like using a text editor. There is no word-wrap, of course, but in dBASE III, the cursor is more likely to go to where an experienced word processor expects it to go than it is in dBASE II.

Another new feature of dBASE III that the end user will notice is the addition of a type-ahead buffer for smoother input. Finally, if logical variables are to be input from the keyboard with an INPUT command, users will have to type ".T." instead of "T" as before.

CONCEPTUAL DIFFERENCES

The cosmetic differences between dBASE II and dBASE III, on the screen and in the source file, stand out immediately. The conceptual differences between the two are less obvious; it is these differences that make conversions difficult. dBASE II is not particularly consistent regarding the format of its built-in functions. The system-date function is DATE (), with parentheses, whereas the end-of-file function is EOF, with no parentheses. In addition, several symbols—notably #, \$, @, and *—have multiple meanings, depending on their context. Another dBASE II oddity is

that searching a file without an index yields EOF as true for no matches. Add an index, and EOF may be true or false—it is the wrong test. Test for record-number zero instead.

dBASE III straightens things out, providing exactness and consistency at the expense of brevity. All functions use parentheses now; for exam-

ple, "EOF" becomes "EOF()". Functions, rather than record pointers, are now always used for program control. Thus, the test for an empty file changes from "IF #=0" to "IF EOF() . AND. BOF()".

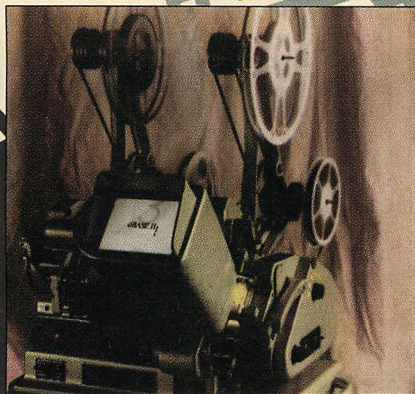
dBASE III offers two new variable types: dates and memo fields. Dates are stored internally as numbers, but can be represented as characters through date-conversion functions (table 3). Memo fields are record-related, variable-text fields that can be edited with the built-in editor or a user-designated word-processing program. They have limited programming use and no dBASE II analog, so conversion issues do not necessarily include them.

Table 3 also shows several new number routines: the exponential operator and the square-root, log, and rounding functions. As indicated, dBASE II applications requiring these functions could use add-on assembly language routines or more complex arithmetic expressions to perform these tasks.

Functions used to test conditions during programs are also shown in table 3. Again, all dBASE III functions take arguments, that is, use parentheses. This applies to the renamed character functions as well. Finally, memory variables are somewhat different in dBASE III. There are now PUBLIC and PRIVATE memory variables, to which scoping rules apply, as described below. A variable can also change its name between modules when it is used as a parameter. The programmer's attention with dBASE II is focused on the timely release of memory variables so that the program capacity of 64 such variables is not exceeded. With dBASE III, the programmer's focus is on retaining needed variables between modules rather than on releasing those that are no longer needed.

PROBLEMS SOLVED

Ashton-Tate claims that the speed of execution of dBASE II has been im-



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proved in dBASE III, as a result of changes to the index and sort routines and of better buffer and overlay management. Background dirty-buffer processing is designed to reduce dBASE II's "Record out of range" problems, which result from improperly closed files and inconsistencies between a file's header information and its physical layout.

A desire for faster execution may motivate a conversion. Execution speed is, however, a measure of programmer performance as well as program performance. No benchmark tests were conducted for this article, but increased speed was apparent in the conversion case history presented later.

Other improvements to dBASE II are designed to make dBASE III easy to use. Extensive, graphic, and automatic help information is now available. It is quick and easy to use and serves as on-line documentation. The dBASE Assistant, an interactive command builder for occasional users of the direct-command mode of dBASE III, is also provided.

A user-specified text editor can be used by MODIFY COMMAND, which means that WordStar, for instance, is now run from dBASE III instead of dBASE II being run from WordStar. The CREATE/MODIFY STRUCTURE operation is now screen-oriented and automatically restores data after a MODIFY STRUCTURE. The built-in dBASE editor (the default for MODIFY COMMAND and MEMO fields) allows more powerful full-screen editing, although it has a 4KB buffer limit. These improvements do not, however, impact the conversion of programs from dBASE II.

A significant problem with PC-DOS is the momentary delay required to open a file, particularly on a floppy disk drive. When a new database is USED, dBASE II must open the database and all of its associated index files. Each SET FORMAT TO command causes an .FMT file to be opened, and each

TABLE 3: Built-in Functions of dBASE II and dBASE III

CHARACTER FUNCTIONS	dBASE II	dBASE III
Macro substitution	&	&
Substring search	@ ()	AT ()
Substring selection	\$ ()	SUBSTR ()
Force upper case	! ()	UPPER ()
Force lower case	1	LOWER ()
Length of character string	LEN ()	LEN ()
Generate blank spaces	\$ (STR(0,80),n)	SPACE (n)
Remove most trailing blanks	TRIM ()	—
Remove all trailing blanks (see text for distinction)	—	TRIM ()
STRING/NUMERIC CONVERSION FUNCTIONS		
Character to ASCII code	RANK ()	ASC ()
ASCII code to character	CHR ()	CHR ()
Numeric to character	STR ()	STR ()
Character to numeric	VAL ()	VAL ()
MATHEMATICAL FUNCTIONS		
Exponential	1	EXP ()
Integer	INT ()	INT ()
Logarithm	1	LOG ()
Round up to <i>n</i> decimals	2	ROUND ()
Square root	1	SQRT ()
CONDITION TEST FUNCTIONS		
File exists in directory	FILE ()	FILE ()
Empty data file	# = 0	BOF () .AND.EOF ()
Beginning of file	# = 0	BOF ()
End of file	EOF	EOF ()
No find after LOCATE	EOF	EOF ()
No find after FIND	# = 0	EOF ()
Current record number	#	RECNO ()
Deleted record	*	DELETED ()
Current screen column	—	COL ()
Current screen row	—	ROW ()
Current printer column	—	PCOL ()
Current printer row	—	PROW ()
Variable data type	TYPE ()	TYPE ('')
Valid expression	TEST ()	TYPE ()
Blank field	TRIM (s)=''	''=TRIM (s)
DATE AND TIME FUNCTIONS		
Get user-set system date <returns char variable>	DATE ()	—
Get date from DOS <returns date variable>	1	DATE ()
Get system time	1	TIME ()
Date type to character type	—	DTOC ()
Character type to date type	—	CTOD ()
Date to calendar month	—	CMONTH ()
Date to day of week	—	CDOW ()
Date to day of month	—	DAY ()
Date to month of year	—	MONTH ()
Date to year	—	YEAR ()
¹ Denotes dBASE II function that can be added with assembly language subroutine or by PEEKs		
² Denotes dBASE II function generally accomplished by an arithmetic expression such as "STORE n+.005 TO n" for data fields and "INT ((n+.005) * 100)/100.00"		

DO <command file> command causes a .PRG file to be opened. A complex application involving many data files and several command files

consequently spends a fair amount of time waiting for DOS to manage buffers and directory information. (DOS effectively does a disk system

reset each time a file is opened, which is why the RESET command previously used for CP/M-based dBASE II has disappeared.)

The redesign of dBASE III reduces the open-file delay in several areas. First, there are now ten user-named work areas. A *work area* is the functional equivalent of the dBASE II PRIMARY and SECONDARY areas. Each work area can accommodate an open database file, up to seven index files, a format file, and a relation (described later). Each work area also has its own internal record pointer and positional information available through the EOF() and BOF() functions. (A total of 15 files can be open at once, instead of the seven available in dBASE II). Effective programming techniques, discussed in the conversion case history, are required to take advantage of this design change.

The second major attack on the open-file delay problem is a technique that allows up to 32 command files, each one identified as a PROCEDURE, to be stored in a file, *a la* an application support library. When a procedure file is made known to dBASE III by the SET PROCEDURE TO command, it is opened and read entirely. The disk location of each procedure is then kept internally, so that each procedure can be accessed directly, thereby causing no file-open delay.

dBASE III has four elements to improve dBASE II's support for complex program development. Two are "extras" that do not directly affect conversions; two are major changes that require dBASE II source code to be reworked if it is to function under dBASE III.

One change that requires dBASE II source code to be substantially reworked has to do with the data-conversion functions that have changed in name and—for TRIM() and DATE(), at least—in function. Fortunately, the functional changes are largely mechanical and can be handled in an automated way.

The other change requiring substantial reworking of dBASE II code has to do with an entirely new dBASE concept: scoping rules for memory variables. This will be a problem in many conversions, one that will require careful thought and much retesting in order to finally resolve. *Scoping* is the notion that data are known only to their originating module and submodules (the modules they call with the DO command). The new dBASE III commands involving scoping are PUBLIC and PRIVATE; indirectly affected are SAVE and RESTORE. Variable-name precedence is a scoping-like concept that applies to memory variables and database field names. The rules are different for dBASE III and dBASE II, and these differences can cause some obscure problems.

dBASE III also supports DOS 2.0 functionality, as indicated in table 2. All file commands now support path names and the use of a user-defined directory search path. This means that commands such as "USE \accounting\inventory\parts" are now valid. To search the "\accounting\inventory" directory for files, simply use the command "SET PATH TO \accounting\inventory" (but be sure that

the ability to run other programs on command and then return to the next command line in the dBASE program. The COPY FILE command performs a DOS-like copy of any file, and the TYPE command displays a text file on the screen (stall with the left arrow key and abort with ESC instead of ^C). There is now a DOS-like DIR command that shows the amount of space left, and there is a DOS-like ERASE command. The dBASE II RENAME command works as before, completing the file management repertoire.

Four other major changes complete the transformation from dBASE II to dBASE III. Report creation and modification is now menu-driven and includes a screen-oriented report generator. A new mailing-label generator is similar to the new report generator. Labels can be created and changed easily, and records can be selected with FOR/WHILE clauses in the new LABEL command. Sample labels can be printed until the forms are aligned.

The dBASE III UPDATE command allows a random-order sequence for the source file and the use of update expressions for fields in the target file. BROWSE now has a built-in menu, better column

Scoping is the notion that data are known only to their originating module and their submodules (the modules data call with the DO command).

the names of files to be accessed do not match those in the default directory, because it is always searched first). Multiple directories in the path are supported.

dBASE III provides access to the system date and time. It also has other DOS-like functions, including

headings, and "lock" and "freeze" features. UPDATE and BROWSE are discussed in detail later.

THREE CONVERSION STEPS

The conversion of a dBASE II application to a dBASE III application is accomplished in three steps:

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1. Convert the dBASE II files to dBASE III files.
2. Correct the program files to solve ambiguities.
3. Reorganize the program files to take advantage of dBASE III's conceptual differences.

The first step is mechanical. The second step can either be trivial or a nightmare, depending on the complexity of the application and its suitability for conversion. All conversions must go through the first two steps. The third step, while it is not required, could result in increased capacity or functionality, improved speed of execution, easier maintenance, or perhaps a cleaner user interface. Ultimately, these are the goals of a conversion.

Step 1: Converting dBASE II Files to dBASE III Files. None of the data storage formats used by dBASE II is the same for dBASE III. Database files, as well as their index files, memory files, and report files, must all be changed for use with dBASE III. Fortunately, Ashton-Tate supplies the dCONVERT program with dBASE III to accomplish file conversions. dCONVERT also translates dBASE II program source files and format files into files that approximate their dBASE III equivalents. dCONVERT will do mass conversions (all files of particular type), and is menu-driven. Photo 1 shows its main menu.

dCONVERT is competent and easy to use. A file's format is inspected to prevent it from being converted twice. In each case, the original file is re-named so that only the last character of the file extension is changed (to a "B"); the created file otherwise takes the name of the old one. In this way, PAYROLL.DBB is the dBASE III form of the dBASE II file PAYROLL.DBF. dCONVERT detects existing back-up files and allows the user to manage the situation as desired.

Note item 7 on the menu (in photo 1). dCONVERT can be used to convert dBASE III database files to dBASE II form, provided the dBASE II

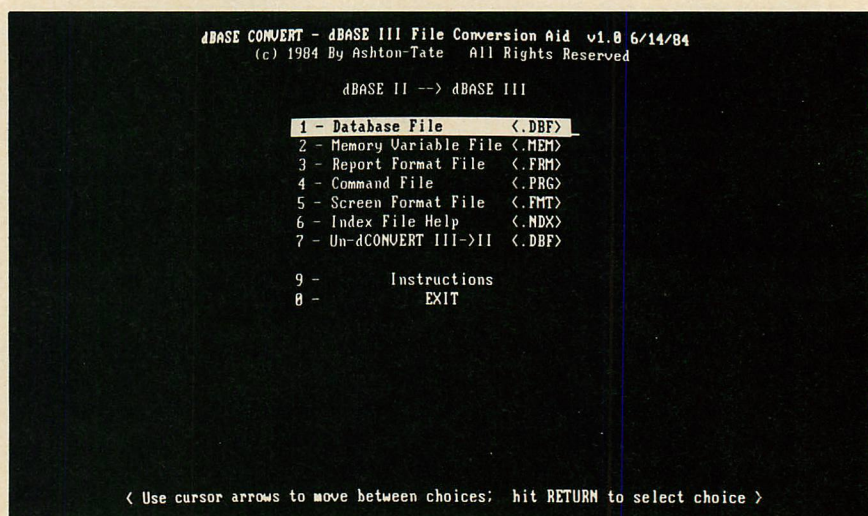


PHOTO 1: Main Menu of dCONVERT

file capacities and data types are compatible. One time during testing, the backwards conversion went through the motions (producing disk noises and messages) but failed to create a dBASE II file—no new file was created and the original dBASE III format was intact. Moral: don't trust dCONVERT entirely.

Ashton-Tate claims that dCONVERT is a permanent part of dBASE III and is intended for more than dBASE II conversions. It can be used for porting data between dBASE III and other applications designed to use dBASE II file structures.

The dCONVERT program automates much of the conversion work, but it is not the only way to convert files. What follows is a discussion of what dCONVERT does for each type of file conversion. For each type, an alternate is given.

Database files are simply transformed by dCONVERT. Name the file (or use cursor pointing), and dCONVERT creates a dBASE III data file with a dBASE III-style file header and an identical structure. The alternative is to create an .SDF-type file from the original, using dBASE II. Do the same with the file structure and then use dBASE III to create a file from the structure file. Open the (empty) created file and read in the .SDF file that dBASE II created. This is, in fact, the method to use if

dCONVERT fails to convert the dBASE III file back to a dBASE II file.

Index files are not transformed by dCONVERT. Instead, the index expression of the existing .NDX file's header is extracted. dCONVERT then creates a short command file that, when used with dBASE III, creates the index file. For example, PAYROLL.NDX is read by dCONVERT, and the index expression "emp:no+pay:per" is found. dCONVERT then creates this dBASE III command file:

```
* Index file rebuild help from
dCONVERT
INDEX ON emp_no + pay_per TO
payroll.NDX
```

This message is then displayed:

```
Use dBASE III to create a new index file.
USE correct database, then say DO
payroll.RX to rebuild index file.
```

The alternative to using dCONVERT is to simply include a similar INDEX command within the application. Consider index files in relation to an entire application for a moment. There is no source-code documentation for the creation of an application's index file other than an INDEX command. The index file is a conceptual extension of the data file itself, and the application depends upon its correctness. Often enough, in dBASE II an index file

can become corrupted (presumably this happens less often in dBASE III).

It is good programming practice to have an application "take care of itself" with respect to index files. Each application developed here has a start-up routine, and in that routine is a construct similar to this for each index file:

```
IF .NOT.FILE('payroll.ndx')
  @ 12, 10 SAY 'Rebuilding index file
    PAYROLL.NDX. . . '
  USE payroll
  INDEX ON emp.no + pay.per TO
    payroll
  USE
ENDIF rebuilding index file
```

The index expression is now documented within the source code. Should the index become suspect ("Record out of range", etc.), the user's instructions are simple: delete all .NDX files and then rerun the application. More often than not the problem is solved.

Index files are also never backed up since it is safer to rebuild than to have the wrong one stored. As an added benefit, when the test payroll program was converted to dBASE III, no conversion of the index files was required.

Memory files are also simply transformed by dCONVERT. Name the file, and dCONVERT creates a dBASE III memory file. The alternative is to use a technique similar to that used for recreating index files. In an effort to make applications self-supporting, have the start-up routine check for the appropriate memory files. If they do not exist, create suitable memory variables and SAVE them to create the new memory file. Again, this documents the application within its source code. When the test payroll program was converted to dBASE III, the memory file did not have to be converted.

Report files, like memory files and program files, are simply transformed by dCONVERT. Name the file, and dCONVERT creates a dBASE III report file. The alternative to using

dCONVERT is to recreate the report using dBASE III's full-screen report creator. Notes on how the original report was made will be needed, just as they would be if the file had to be recreated for dBASE II. At least with dBASE III, the report commands do not have to be memorized.

Program files are translated by dCONVERT. A simple transformation does not work, of course, because program source code has no predetermined structure to manipulate. The process of changing program files completes step 1 of the conversion procedure and continues through step 2 and step 3.

As with most of the other file types, the user names the file, and dCONVERT creates a dBASE III program file. dCONVERT counts the lines in the command file, adds a con-

dCONVERT can be used to convert dBASE III database files back to dBASE II form, provided the dBASE II file capacities and data types are compatible.

stant heading to each file, flags certain things, warns about others, and announces how many lines require attention.

By and large, dCONVERT catches a lot, but it does not redesign the application. The application that uses six files and struggles to open and close them under dBASE II will use two work areas and struggle to open and close them under dBASE III. dCONVERT is fast, painless, and generally correct.

The alternative to using dCONVERT is to perform the initial pass

manually, using a text editor. In any case, about two-thirds of the command files converted in the test cases discussed later required additional attention with a text editor. Each programmer's experience will best determine whether the initial dCONVERT effort is worthwhile.

So, dCONVERT does most things correctly, seldom does things wrong, and always seems to miss something. What exactly does it do? First, it places a three-line header of its own at the beginning of each output file. The lines read:

```
*!!* dBASE CONVERT - dBASE III File
Conversion Aid v1.0 6/14/84*
SET HEADING OFF
SET SAFETY OFF
```

Unlike dBASE II, dBASE III places a field-name heading at the top of each response to the DISPLAY and LIST commands. The SET HEADING OFF command disables the field-name display. dBASE III also stops and asks the user if it is all right to delete a file when a new one of the same name is created. If an application creates new files without first deleting any old files that have the same names, dBASE III will stop and verify that the user really intends to delete those files. (At any rate, that is the idea. For the version tested, which is the standard release version, SET SAFETY ON worked only at the keyboard command level, not during command-file use).

dCONVERT then reads through the file one line at a time, making syntactic changes. Refer to table 3 for a list of old functions and their new names. dCONVERT changes EOF to EOF(), # to RECNO(), and DATE() to DTOC(DATE()). dBASE II always returned a character string from the DATE() function, and dCONVERT does the functional equivalent. Every occurrence of T and F is changed to .T. and .F., so "DO WHILE T" becomes "DO WHILE .T.". At every contextually clear opportunity, dCONVERT changes colons to underscores.

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References to the PRIMARY work area are replaced with "A" and those to the SECONDARY work area are replaced with "B". Thus, a phrase involving "p.emp:no" for dBASE II becomes "A->emp_no" for dBASE III. The "p.", "s.", and "m." references become "A->", "B->", and "M->" respectively. dCONVERT correctly preserves the colon in

```
@ 20,0 SAY 'Counts:' + . . .
```

Along the way, dCONVERT inserts warning comments into the output file at various points. For example, whenever FIND is used, dCONVERT inserts a warning:

```
*!! EOF() will be true if NO FIND, and  
RECNO() will equal BOTTOM, not  
0.
```

For each logical variable (T/F/Y/N) that is converted, dCONVERT inserts "*!! Logical constant converted." For commands such as "SET DATE TO &today" it makes the original line a comment and warns:

```
*!! 'SET DATE TO &today' is no longer  
valid.  
*!! SET DATE TO &today
```

This latter warning counts in the "requires-attention" category included in the conversion-summary statistics dCONVERT produces for each file. dCONVERT's other warnings, not seen during the conversions done for this article, include:

NOUPDATE modifier is no longer required.

'SET LINKAGE . .' must be replaced with 'SET RELATION . . '

An alias may be required.

An alias is required.

The new 'ZAP' command is much faster than 'DELETE ALL/PACK'.

There will be no automatic colon following this prompt string.

'QUIT TO . .' is not supported.

Aliases 'P' and 'S' must be added to USE statement.

At its completion, dCONVERT reports the number of lines read, the percent converted, and the number

of lines requiring attention. Tab characters are preserved in the output files. Examining the output file shows the first three lines inserted and a few warning lines, most of which, in the tests that were done for this article, warn about converting logical "T" to ".T." and about the results of a FIND.

In almost all cases, the actual test for the result of a FIND was *not* changed in any way, but test com-

Program files are translated by dCONVERT. A simple transformation does not work, of course, because program source code has no predetermined structure to manipulate.

mands were close to the FIND commands. A few were in calling sub-routines, which is tricky. Not all colon-to-underscore conversions were done. Those that were done were correct, meaning that dCONVERT errs on the conservative side: it does not change what it does not understand. The missed colons were in complex expressions:

```
IF RECNO(>0 .AND.  
(gross_earn<>0 .OR.  
emp:expns<>0.)  
LOCATE FOR ... .AND. (...OR.  
emp:expns<>0.)  
STORE 24.*gross:earn TO y:gross
```

Interestingly, dCONVERT never changes a colon to an underscore after the GET clause in a command of the following construct:

```
@ row,col SAY 'Message ' GET  
emp:expns
```

Colons in comments and trailing comments ("ENDDO e:edit") are also left unchanged.

Step 2: Correcting Program Files to Eliminate Ambiguities. Each translated program file must be examined to assess the completeness of its conversion. The problems with colons mentioned above exemplify the kinds of things that need correcting and that are easy to change with a text editor's search functions.

Some other potential problems should be checked. For example, dCONVERT assumes that it has done its job by simply warning the user that the results of FIND commands might not test correctly in the dBASE II style. It is up to the user to find those tests and change them.

dCONVERT also does not warn that TRIMing a blank field in dBASE III results in a null string rather than a single blank string. This can be disastrous; every string tests true when compared to the null string!

```
IF TRIM(answer) = ''
```

works with dBASE II, but will never work with dBASE III. Change it to

```
IF " " = TRIM(answer)
```

or its equivalent test,

```
IF LEN(TRIM(answer)) = 0
```

Sophisticated applications that use PEEK, POKE, SET CALL TO, and CALL will pass through dCONVERT unchanged and unnoticed. None of those functions works with dBASE III. In fact, as will be discussed later, no program that genuinely needs those functions can work at all under dBASE III.

dCONVERT has no contexting ability. Each line of each file is analyzed independently of others. One result of this is that the creation and release of memory variables, in consideration of the new variable-scoping rules, is a total miss. There is no way for dCONVERT to know about such things.

Beyond dCONVERT's translating abilities lie problems with screen

control, date variables, and outright dBASE II/dBASE III incompatibilities. These are the difficult or impossible conversion issues.

Screen control for dBASE II is different from that for dBASE III. If a programmer's application uses row 0 of the screen (even though the book said not to do that), he will have to rearrange things. dBASE II uses columns 19 through 25 for the INSERT-mode indicator. dBASE III has the same indicator displayed, but in a different place. The word "INSERT" appears in columns 46 through 51 (addresses 45 through 50), and columns 40 through 44 are erased ("*DEL*" appears there during EDIT, CHANGE, and BROWSE).

If the programmer changes his application to use dBASE III's RANGE clause of the @. . . SAY. . . GET command, then columns 40 through 80 of row 0 are used for the "Range is. . ." warning that appears when invalid data is entered. An undocumented remedy to unwanted "Range. . ." warnings does exist—SET SCOREBOARD OFF will suppress them.

To get input screens that look like those under dBASE II, be sure to include the command SET DELIMITER ON, because delimiters are normally off with dBASE III. In any event, every @. . . SAY. . . GET command will have to be changed for use with dBASE III, because dBASE III spaces over one column after every SAY message before positioning for a GET.

This is not as simple as omitting the customary trailing blank in the display messages (that is, changing "SAY 'Enter customer id'" to "SAY 'Enter customer id'"). The positioning merely moves the cursor to that spot for input; any character left on the screen from previous messages will *not* be blanked out. Programmers who are used to overwriting one message with another have some work to do.

For the test conversions performed for this article, the trailing

blank was left in place and a backspace—CHR(8)—was added to the end, for example,

```
SAY 'Enter customer id' + CHR(8)
```

Surprise! dBASE III uses the entire extended ASCII graphics character set, so CHR(8) does *not* back up the cursor one space as it does under dBASE II. Instead, a cute solid block with a black dot in the middle appears on the screen. Applications often ring the bell to signal the end of long calculations or to warn about invalid responses. For instance, when dBASE II executes either the command "?? CHR(7)" or the command "@ 23,10 SAY 'Invalid value' + CHR(7)", it rings the bell. dBASE III rings the bell for the first, but places a dot on the screen instead for the second.

An application that uses video attributes on the PC through assembly language routines (neither dBASE II nor dBASE III processes ANSI

table 3). All those dBASE II applications that convert dates to Julian dates will merit a lot of changes. Interestingly, now that date arithmetic is possible, dBASE III does not include direct Julian date functions. To create a Julian date for the current day (some day in 1984 in this example), use this expression:

```
STORE STR(84000 + (DATE() -  
CTOD('12/31/83')),5) TO today_
```

In fact, it may be desirable for dBASE II applications that use dates in Julian format to be converted so that they can use expressions such as this. dBASE III stores dates internally as YYYYMMDD, which is why date-type fields occupy eight bytes. For dates that span centuries, use the full year in the conversion, that is, use "CTOD('12/31/2001')" instead of "CTOD('12/31/01')".

Note that the date-to-year conversion function DTOC() creates dates of the form MM/DD/YY. To

For the version of dBASE III that was tested, which is the standard release version, SET SAFETY ON worked only at the keyboard command level, and not during command-file use.

control sequences or passes them to the video driver) cannot be implemented with dBASE III, because dBASE III is currently unable to use assembly language routines.

dBASE III treats the new variable type DATE as numbers with a special display format. Internally, dates are stored as numbers, so they can now be treated arithmetically. When the system date is 01/15/84,

```
STORE DATE() + 30 TO due_date
```

yields 02/14/84 as its result. dBASE III now has nine date functions (see

retrieve the actual four-digit year stored inside a date variable, use the YEAR() function. To set the year correctly internally, dates for years other than the 20th century must be entered as strings, such as '07/04/1776', and then converted to dates with the CTOD() function. This may be a lot of work, but the speed, accuracy, and extensive date formatting of dBASE III may be worth it. Optionally, handle dates only as strings, just as for dBASE II.

Table 4 shows the dBASE III equivalents for common dBASE II

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code fragments, and table 5 shows reserved words. Try to avoid using dBASE III's verb or function names for variable names. Because dBASE III uses parentheses for every function, problems of precedence should not occur, and dBASE III has a better chance of figuring out what it is supposed to do. Nonetheless, some conversion problems may be caused by a poor choice of variable names. At least dBASE III, unlike dBASE II, will not go crazy with the statement STORE F TO T, because the distinction between "T" the variable and ".T." the programming constant is unambiguous.

Step 3: Reorganizing Program Files To Take Advantage of dBASE III's Conceptual Differences. After steps 1 and 2 of the conversion process, an application should function under dBASE III as it did under dBASE II. Step 3 is not required for a converted application to work, but it maximizes dBASE III's benefits.

Three areas in which redesigning a specific application can improve its performance were suggested by the earlier discussion of the conceptual differences between dBASE II and dBASE III: file openings can be reduced, memory variables can be used more flexibly, and code can be reduced by using more built-in functionality.

Data-file openings take time. With dBASE III they can be minimized in a number of ways. Ten work areas are now available instead of two, so use of the work area can be organized, and all files can be opened at the start of the program. Mid-program data-file USE commands should be changed to work-area SELECT commands. File structures should be revised to eliminate artificial relations.

Are the databases used with dBASE II truly relational or was a "relation" imposed by the 32-field limitation? Fewer index files or a revised index strategy could be used. Because dBASE III can index files much faster than dBASE II, an

TABLE 4: dBASE II/dBASE III Command Equivalents

dBASE II COMMAND	dBASE III COMMAND
ERASE	CLEAR
CLEAR	CLEAR ALL
#	RECNO()
SET RAW ON	<RAW is always set on>
SET RAW OFF	<use comma field separators> <or add blanks>
@ . . . SAY . . . USING '9,999.99'	@ . . . SAY . . . PICTURE '9,999.99'
SET DATE TO <date>	RUN DATE
SET COLON ON	SET DELIMITER ON
SET EJECT ON	<part of REPORT now>
SET HEADING TO . . .	<part of REPORT now>
UPDATE . . . ADD	UPDATE . . . <expression>
RESET <drive>	<not required in PC-DOS>
QUIT TO <command>	RUN <command>
@(string1,string2)	AT(string1,string2)
\$(string,start,len)	SUBSTR(string,start,len)
!(varname)	UPPER(varname)
RANK(num)	ASC(num)
TYPE ('varname')	TYPE (!'varname')
TEST ('expression')	TYPE ([expression])

index used only for a monthly report is extra baggage. Create the index just before running the report.

Finally, determine the application's most frequently used program modules and place them in a procedure file. If code that is functionally identical has been placed in the application at several points just

selected data file has a field named "emp_num", and a memory variable named "emp_num" has also been created; in the expression

STORE emp_num TO last_done

which of these two meanings of "emp_num" will be used?

The work area's current record is the source for the data used. This is true for both dBASE II and dBASE III. The two differ, however, in what takes place when a field in an *unselected* work area is named "emp_num". If the selected work area does not have a field named "emp:num", dBASE II will look for the field in the unselected work area before using a memory variable named "emp:num". dBASE III, however, does not check any unselected work areas. If the selected work area does not have a field named "emp_num", dBASE III will look for a memory variable named "emp_num" and use it.

This change in logic will cause some abrupt halts to applications that worked fine under dBASE II and translated with no problems. For this reason, it is best to combine data files in applications that use SET LINKAGE TO under dBASE II. DCONVERT switches areas when they

dBASE III uses the entire extended ASCII graphics character set, so CHR(8) does not back-up the cursor as under dBASE II.

to reduce file openings, that code can be put in just one place and used at many points in the application. There is no time delay in using a procedure file, because it is opened only when SET.

dBASE III has new precedence rules between work areas and memory variables. Say the currently

TABLE 5: Reserved Words/Symbols for dBASE II and dBASE III

dBASE II AND dBASE III RESERVED WORDS/SYMBOLS			
\$	EDIT	JOIN	RETURN
&	EJECT	LEN	SAVE
?	ELSE	LIST	SELECT
ACCEPT	ENDCASE	LOCATE	SET
ALL	ENDDO	LOCK	SKIP
APPEND	ENDIF	LOOP	SORT
BLANK	ENDTEXT	MODIFY	STORE
BOTTOM	EOF	NEXT	STR
BROWSE	ERASE	NOTE	SUM
CALL	EXTENDED	OTHERWISE	TEXT
CANCEL	FIELDS	PACK	TO
CASE	FILE	POKE	TOP
CHANGE	FIND	QUIT	TOTAL
CHR	FOR	READ	TRIM
CLEAR	GO	RECALL	TYPE
CONTINUE	GOTO	RECORD	UNLOCK
COPY	HELP	REINDEX	UPDATE
COUNT	IF	RELEASE	USE
CREATE	INDEX	RENAME	VAL
DATE	INPUT	REPLACE	WAIT

dBASE II and dBASE III RESERVED WORDS/SYMBOLS			
DELETE	INSERT	REPORT	WHILE
DISPLAY	INT	RESTORE	WITH
DO			
dBASE II RESERVED WORDS/SYMBOLS			
#	@	REMARK	TEST
*	LOAD	RESET	USING
!	RANK		
dBASE III RESERVED WORDS/SYMBOLS			
AT	DAY	MONTH	RUN
ASC	DELETED	PARAMETERS	SEEK
ASSIST	DIR	PCOL	SPACE
AVERAGE	DOW	PROCEDURE	SQRT
BOF	DTOC	PROW	SUBSTR
CDOW	EXIT	PRIVATE	UPPER
CLOSE	FREEZE	PUBLIC	TIME
CMONTH	LABEL	RECNO	YEAR
COL	LOG	ROUND	ZAP
CTOD	LOWER		

are declared (converting "p.xxx" to "A->xxx", for example), but note that dBASE code written for linked files probably does not use "s.var-name" work-area syntax.

The dBASE II precedence order allows dBASE II to find fields in other work areas. dBASE III does not find them, however, so it is better to rework the application to do what the application required in the first place: that is, use more fields in a single data file.

As mentioned earlier, dCONVERT is blind to the creation and release of memory variables, but dBASE III has new variable-scoping rules that must be considered to make a conversion complete. Here is a method to get past the scoping problems without understanding them. First, run the translated application. If it has such problems, the application will stop with a message like this:

```
Variable not found
? 'The variable emp_num is
?
now ' + emp_num
Called from - vartest.prg
Terminate command file? (Y/N)
```

The question mark above the command line is placed toward the end of the unresolved variable

name. Somewhere "below" VAR-TEST.PRG, "emp:num" was defined under dBASE II. Under dBASE III, however, its definition was lost when the lower-level routine returned to its caller. It worked under dBASE II because all variables are global (known to all modules).

The dBASE III analog of dBASE II's global variables is the PUBLIC/PRIVATE status of variables. Edit the first module of the application and add the following line:

```
PUBLIC emp_num
```

Now run the application again and keep adding variable names to the PUBLIC statement until things work. In order to save testing time, simply enter the PUBLIC statement from the keyboard and then DO the application over again. The temporary effect is the same.

Suitable PUBLIC statements will bring an otherwise reluctant application to life under dBASE III. Is this better? Should PUBLIC variables be used? Actually, better programming results from PRIVATE variables.

How many command files have peculiar variable names, created in the hope that they were not used anywhere else? How many menus are within "DO WHILE e:menu-

loop" loops? In dBASE III, *every* menu can now be placed within a "DO WHILE menu_loop" loop. The user declares "PRIVATE menu_loop" before the loop. The module that called can have its own "DO WHILE menu_loop" loop, but within the current module the value of the variable "menu_loop" is all its own. RETURN to the caller, and *its* value for "menu_loop" is restored.

Taking matters one step further, the calling module can pass information to the called module without requiring that both modules use the same variable names. This technique uses *parameters*, similar to subroutine arguments of traditional high-level languages. To get the variable-scoping benefits of dBASE III, analyze the application's use of memory variables and place PUBLIC and PRIVATE declarations in the code. Use parameters in subroutine calls where appropriate.

At this point, file openings have been reduced and memory variables are used more flexibly. Code can be reduced by using more built-in functionality offered by dBASE III. The new math functions are shown in table 3, and the new date functions were discussed un-

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der step 2 above. Revising the application to use those functions may reduce code and increase speed.

Study the new PICTURE options to GET; "full-screen" data validation may often be substituted for many lines of dBASE II code. Do not neglect the new difference between "9" and "#" when used in PICTURE clauses. The RANGE option to GET may save code, too.

If the application uses indexed files, the new SEEK command can probably frequently be used in place of FIND. An example of its use is shown in table 6. If the application uses clever ways to do a locate within a locate, then consider using the new SET FILTER command in place of the "outer" use, keeping the LOCATE command for the "inner" use. The application may also do a lot of work to avoid reporting records with duplicate index keys. The new SET UNIQUE ON command takes care of that.

Memo data fields can be used in programs in limited ways. A memo field acts as a "black box" for text. dBASE III supports up to 4KB of text with its built-in editor, but any word-processing program, such as WordStar, can be used by specifying its name through the CONFIG.DB configuration file. The presence of memo data for a given record cannot be tested, and data within the fields cannot be examined. Memo data fields can, however, be displayed, printed, and edited from within a dBASE III program. Commands such as "DISPLAY memo-field OFF" and "? memofield" can be used for the screen or printer.

Editing the contents of a memo field is more complicated. The following program fragment shows how it can be done:

```
SET MENU ON
STORE RECNO() TO where_at
CHANGE FIELD memo_data NEXT 1
GOTO where_at
```

During the CHANGE command, users are presented with a screen

showing the field name and the cursor on the word "memo." To begin editing, they must press the Ctrl and PgDn keys, whereupon full-screen editing begins. To exit, they must press Ctrl and PgUp.

This inconsistent user interface can confuse first-time users. The dBASE II functional equivalent—multiple 65-character fields in a database—continues to be more viable in situations in which data must be examined by a program, or in which users are less sophisticated. With dBASE III's better cursor motions between fields and increased

The dBASE III analog of dBASE II's global variables is the PUBLIC/PRIVATE status of variables.

field capacity, multiline "text" within a database works better than it did with dBASE II.

The BROWSE command was added to dBASE II version 2.3B as part of its upgrade to version 2.4. When I first saw it, I was excited. Here, for the first time I had ever seen, was a way of actually *showing* someone what it means to have a relational database. BROWSE shows the database as a two-dimensional table—fields appear as columns and records as rows. The screen becomes a window on the database that can be moved by the user vertically through records and horizontally across fields.

BROWSE is great for informal, nonprogrammed database use, but it is seldom useful in a program; it is not desirable, for instance, for a stock clerk to edit the part numbers when he is only supposed to maintain the quantities on hand. BROWSE cannot be used simply to view the data—it always allows the user to edit any and all of the data, with

no programmatic restrictions even as simple as a format file.

dBASE III extends BROWSE so that it becomes almost useful in programs. The FIELDS clause allows the program to specify which fields will be viewed and in what order. The following two clauses are not indicated in the documentation and are only implied on the pop-down menu screen (SET MENU ON) during browse, but they do work: LOCK and FREEZE <field>.

LOCK allows a number of columns (data fields, not character positions) located on the left side of

the screen to be kept as part of the display. The right side scrolls horizontally while the left is locked, much the same way that spreadsheet program works. First, the part number and descriptions are specified, then LOCK 2 is specified for those two fields, and finally, the other fields can be scrolled horizontally in any order.

FREEZE <field> limits the user's ability to edit (and to position the cursor) to a single field. The fields can still be scrolled horizontally, and, of course, the records scrolled vertically. This allows program control over those fields that are edited by the user. For example, FREEZE QTY_ON_HAND would allow a stock clerk only to change quantities while viewing part number and description. BROWSE thus becomes a powerful nonprocedural command to include the informal applications.

Because dBASE III allows more database fields (128 total) than dBASE II does (32 total), it is easy to

TABLE 6: *Undocumented Alternative Commands*

NOT-DOCUMENTED ALTERNATIVE COMMANDS	
dBASE II	dBASE III
USE	CLOSE
SET INDEX TO	CLOSE INDEX
SET FORMAT TO	CLOSE FORMAT
SET ALTERNATE TO	CLOSE ALTERNATE
DISPLAY FILES	DIR
DISPLAY FILES LIKE *.ndx	DIR *.ndx
DELETE FILE filename	ERASE filename
COPY TO tmp STRUCTURE EXTENDED	COPY TO tmp STRUCTURE EXTENDED
DOCUMENTED ALTERNATIVE COMMANDS	
dBASE II	dBASE III
STORE n+1 TO n	n = n+1
STORE '""'+cust: id+po: num+'""'; TO fkey	SEEK cust-id_po_num <no quotes required in expression>
FIND &f: key <quotes required for macro>	
DELETE ALL / PACK	ZAP

conceive of adding a special one-character field VIEW to a database, so that BROWSE can be used with a FREEZE VIEW clause. Doing so allows only the value of VIEW, a non-sense field, to be edited, while it is allowing the user to pan the entire database. The program thus allows access to the entire database (or selected fields) while permitting editing in none of the fields.

UPDATE is much more functional in dBASE III than in dBASE II, although its improvement is not even mentioned in Ashton-Tate's change summary. A new RANDOM clause allows the source database to be in any order, provided the target database has a suitable index. Also, the "REPLACE <field> WITH <expression>" clause accepts any valid expression and can include references to fields that are located within the target database.

Lastly, the usable dBASE array has arrived. No, it's not mentioned in the ads or in the manual, but it's there. Think for a moment. A data array is an ordered set of values. Each particular value is located by position within a "list." Many programmers use long character-string memory variables as dBASE

"arrays," using the substring function to isolate individual elements. Such arrays work fairly well (they do their job) but they are difficult to maintain, tricky to program, and limited to precious (under dBASE II) memory variable space.

W*ith dBASE III's better cursor motions between fields and increased field capacity, multiline "text" within a database works better than with dBASE II.*

I was initially frustrated by dBASE II's limited number of memory variables, so I created one-record database files several years ago as a last resort to acquire more storage space. The database technique works quite well, although it does require another file to be opened, this causes a time delay.

I soon realized that a database is dBASE's "native" array structure. In fact, for a list of valid states—a database with one field of a mere two characters and about 50 records—after the file is opened and read once, the disk is never accessed again. The entire file is memory resident in dBASE's disk buffers. Using disk storage for the array slows the program; otherwise, the concept works reasonably well.

With dBASE III, the time problem with using database arrays is solved. Simply use one of the ten work areas for the database array, and the need to close and reopen the database array is eliminated.

Arrays are generally used for two purposes: to validate a value from a data input or edit and to fetch one predefined value corresponding to another (a table look-up). The first use is programmed the same for dBASE II and dBASE III

dBASE II:
SELECT SECONDARY
LOCATE FOR state = p.state
STORE #>0 TO valid:st
SELECT PRIMARY

dBASE III:
SELECT states
LOCATE FOR state = cust ->state
STORE .NOT.EOF() TO valid__st
SELECT customer

A table look-up is done in much the same way with dBASE II. It can be very different with dBASE III, however, for the SET RELATION command allows database arrays to be used in a more subtle, nonprocedural way than they can be in dBASE II. For example, assume that two files, CUSTOMER and STATES, have a relation through the field STATE. One record in the CUSTOMER database is related to another record in the STATE database that matches the value of the STATE field. Figure 1 shows the dBASE III status and the file structures.

Figure 2 demonstrates how SET RELATION allows the nonproce-

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dural command LIST to use two files simultaneously. (Note that the column headings dBASE III uses are taken from the command line itself; this means that selective upper case can be used.)

Now think of how much easier multifile reports are with the SET RELATION capability. A database can have only one relation at a time, but a related file can, in turn, have a relation to another. The example above can be extended with a third file, SALESREP, which relates a sales person to each state in the STATES database (see figure 3).

This three-file relationship allows these commands to be added to the example above:

```
SELECT states /  
  SET RELATION TO  
    state INTO salesrep  
SELECT customer  
LIST State,states ->Name,salesrep ->  
  Last__Name
```

For relations from one file to more than one other file, a program must actively switch between relations. Here's how that works:

```
SELECT states  
? state + ' '  
SET RELATION TO state INTO states  
?? states ->name + ' '  
SET RELATION TO state INTO salesrep  
?? salesrep ->last__name
```

SET RELATION, therefore, automatically SELECTs, FINDs, and then reSELECTs. Notice also that integrity between databases is assumed—that is, the existence of a record in each database that relates to the others is assumed. When dBASE III finds no match, the required field will then be treated as blank.

Multiple work areas allow faster and more practical use of database arrays as described above. With SET RELATION, as shown, the searching of an array for a match can be non-procedural. In this sense, an old problem dBASE II—the lack of arrays—is overcome by dBASE III's automatic look-up of array values. For

superior speed, use the new COPY FILE command at the start of an application to place such databases and their index files in a RAM disk.

A CASE HISTORY

As a test of the conversion process, a working dBASE II payroll program was modified to work with dBASE III. dCONVERT was used to transform all the data files and to create the initial translation of the source code. The four data files and one memory

In fact, for a list of valid states—a database with one field of a mere two characters and about 50 records—after the file is opened and read once, the disk is never accessed again.

file were translated quickly and correctly, and the short command files created to recreate the three index files were correct.

When the data files were converted back to dBASE II form, three were correct and one was never completed, as recounted above. The optional method described above was used to recreate the dBASE II form of the reluctant datafile. After the source code was converted, the optional methods of creating the memory and index files were successful (those methods were already part of the application).

dCONVERT translated the 18 program modules (2,493 lines) in a few minutes. Only one module was noted by dCONVERT as requiring attention: the module that set the system date. Ultimately, six of the modules were left as translated by

dCONVERT, and the others required manual editing. dCONVERT inserted 115 of its own comment lines. Most warned of logical-constant conversions (all were correct); the others warned about testing results of a FIND operation (each such operation required a manual edit to change "RECNO() > 0" to ".NOT.EOF()").

Only 70 lines required any edits to make the application syntactically correct; most of these were to fix missed colon-to-under-score translations. Each module except the main module was edited to remove the dCONVERT heading. The dBASE III configuration file, CONFIG.DB, was edited to turn off intensity, bell, and help and to turn on delimiters, so no commands to do so were added.

At this point, the payroll system was run, and a serious problem with variable scoping was found immediately: variables restored from a .MEM file are set PRIVATE. Setting them PUBLIC in a higher module was overridden with the "RESTORE FROM mem-save" command, so a solution was needed. The old code

```
RESTORE FROM mem-save
```

was replaced by

```
CLEAR MEMORY  
PUBLIC comp__name,...<etc>  
RESTORE FROM mem-save ADDITIVE
```

Note that the variables must be declared PUBLIC *after* the memory variables have been cleared and that ADDITIVE must be part of the RESTORE command; otherwise, an internal CLEAR MEMORY is performed and the PUBLIC status is lost (pretty nasty).

Once this was discovered, two lower-level modules were changed to include PUBLIC statements for the data they returned to their callers. Throughout the application, "emp_num = ''" is used to determine whether the low-level routine found an employee or whether it were time to quit. The low-level

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routine was thus fixed to set "emp_num" to a single blank if TRIM(emp_num) was a null string. The necessity of using data for program control (tch!) is one consequence of having only 64 memory variables under dBASE II.

After these corrections were made, the application ran correctly, but the screen was messy. All the SAY...GETs were off by one position, as detailed above, and the characters in the middle of all the nicely centered messages on row 0 of the screen were erased.

In dBASE III, numeric variables must be initialized with the proper number of decimal places. This was discovered as a result of setting the employee hours to 0 and trying to read them with this command:

PICTURE '99.99'

In dBASE II, the PICTURE clause overrides the initial setting; in dBASE III it does the reverse. After a little experimentation and switching between dBASE II and dBASE III, the proper command was found:

STORE 0.00 TO hrs_worked

And I thought it was a numeric variable! The PICTURE was also changed to '##.##' to allow leading blanks ('9' and '#' have different meanings in dBASE III). At this point, an application designed for dBASE II was working with dBASE III.

A test file was then set up to calculate taxes for 100 records. Because the tax calculation juggles three files at once, the design had to be changed so three work areas could be used. USE commands were changed to SELECT commands as described above. The tax calculation itself involves using LOCATE commands in order to determine the tax bracket above the pay rate and then backing up one.

To keep only one file open, all government jurisdictions and withholding groups are put in a single file, when in fact there are five combinations altogether. Recogniz-

FIGURE 1: CUSTOMER and STATES Files

dBASE III STATUS

Currently selected database:

Select area - 1, Database in use: customer.dbf Alias - CUSTOMER

Related to: STATES

Select area - 2, Database in use: states.dbf Alias - STATES Index file: states.ndx key - state

FILE STRUCTURES

Structure for database: customer.dbf

Number of data records : 5

FIELD	FIELD NAME	TYPE	WIDTH	DEC
1	LAST_NAME	Character	10	
2	FIRST_NAME	Character	10	
3	ADDRESS	Character	20	
4	CITY	Character	14	
5	STATE	Character	2	
6	ZIP	Character	5	
TOTAL			62	

Structure for database : states.dbf

Number of data records : 10

FIELD	FIELD NAME	TYPE	WIDTH	DEC
1	STATE	Character	2	
2	NAME	Character	14	
3	TAX_RATE	Numeric	5	
TOTAL			22	

FIGURE 2: Using SET RELATION and LIST to Use Two Files Simultaneously

SET RELATION TO state INTO states

LIST City,State,states→Name,states→Tax_Rate

RECORD #	CITY	STATE	STATES→NAME	STATES→TAX RATE
1	Bloomington	IN	Indiana	7.00
2	Muskegon	MI	Michigan	5.00
3	Raleigh	NC	North Carolina	3.00
4	Roanoke	VA	Virginia	3.75
5	Knoxville	TN	Tennessee	4.30

FIGURE 3: SALESREP

Structure for database : salesrep.dbf

Number of data records : 23

FIELD	FIELD NAME	TYPE	WIDTH	DEC
1	LAST_NAME	Character	10	
2	FIRST_NAME	Character	10	
3	STATE	Character	2	
TOTAL			22	

ing this, the tax calculations were changed to use five tax-table files instead of just one—this produced shorter files, faster locates, but more work areas. Table 7 shows the cumulative results.

This table is not a true benchmark. In real life, this application calculates only 30 to 40 taxes per month, so the tax routine was written for simplicity first and performance second. These times do,

however, illustrate an important point of application conversions: converting through steps 1 and 2 may realize no performance benefit, whereas converting through step 3 may realize benefits—in this case a 16-percent savings in tax calculation time was realized by using more work areas.

THE PRICE OF CONVERSION

dBASE III offers greater capacity and functionality than dBASE II. An application running under dBASE II must require dBASE III's improvements for it to be a suitable candidate for conversion. The conversion process is not just one of transforming data files; it requires overcoming the differences in program behavior between dBASE II and dBASE III if the application is to function identically afterward. The time and expertise required to overcome those differences is the price of conversion.

Bob Byers, author of *Everyman's Database Primer*, began a recent lecture on dBASE conversions by stating, "If you were good programmers, you're now going to pay the price." What he means is that simple programs convert easily, whereas others probably will merit a total redesign.

Along the conversion route are several programming hardships. Previous sections of this article suggest answers to questions such as "Where did my memory variables go?" and "Where did my alternate database fields go?" Other questions have not been touched upon, such as "Where did my pre-allocated disk space go?" (PACK now releases unused disk space if there is enough room to copy the file and then delete the old one).

There are undocumented mysteries, to be sure. READ now seems to do an internal CLEAR GETS so that GETs cannot be recycled (generally more a nuisance than a convenience). EJECT now hangs up the system if the printer was off, and the release notes warn that a "DO

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WHILE &expression" only does it once. One pertinent question is, "Do the old ways of doing things still work?" Most of the old ways, other than those noted here, *do* seem to work as before. For example, although the documentation does not say that USE with no filename will close a database in the same way that it does in dBASE II, it does in fact do so.

Some commands have to be changed to the dBASE III form, as shown in table 5. Others still work just fine but are undocumented. They are shown in table 6. Finally, the dBASE II '-' string operator, which concatenates strings with "blank squash," is supported but not documented. It's handy for printed output, such as checks, in which field sizes need to be preserved for correct spacing.

Programming with dBASE III is both easier and more difficult. It is easier because of the increased capacity and some screen-oriented

TABLE 7: *Cumulative Results of Tax Calculation*

PROGRAM	WORK AREAS	EXECUTION TIME		PCT. OF dBASE II
		FOR 100 TAX CALCULATIONS	SAVINGS	
dBASE II	2	10 minutes, 20.0 seconds	—	100
dBASE III	2	10 minutes, 15.2 seconds	5 sec	99
dBASE III	3	9 minutes, 59.0 seconds	21 sec	97
dBASE III	7	8 minutes, 43.5 seconds	97 sec	84

functions, notably the CREATE/MODIFY STRUCTURE, CREATE/MODIFY REPORT, and the HELP on-line documentation subsystem. It is more difficult for two reasons: when a program under development blows up, all the nonPUBLIC memory variables are released, so a "postmortem" is more difficult. In addition, syntax errors are no longer correctable "on the fly." Commands must be retyped, but during a command-file execution they can no longer be corrected; programmers must either push onward and hope for the best, ignoring such

commands, or abort the execution, causing the variables to be released.

The remedy to the forgotten-variables problem is to develop different work habits: declare critical variables PUBLIC from the keyboard or at the start of a program, and they will be preserved. The trace-back facility still displays an offending command and its module hierarchy (where the program is and who called whom).

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is offered by dBASE III, and if the price of conversion is justified by the benefits, then it would seem that the case for conversion from dBASE II to dBASE III is clear.

There are, however, reasons for leaving an application in dBASE II. If an application presently uses assembly language routines, PEEKS, or POKES (those not replaced by dBASE III's math and date functions), then conversion is presently not possible. Pretty screens and displays that are achieved through assembly language routines cannot be duplicated. Programmers who are paranoid about hardware or media failure and prefer to run with VERIFY ON (DOS read after write) may not want to use dBASE III. The ProLock software copy protection requires VERIFY to be set OFF. If it's ON, ProLock thinks the system disk is an unauthorized duplicate.

Other drawbacks to dBASE III are that the help file can no longer be customized to an application


(but that problem can be circumvented) and that dBASE III apparently cannot support remote use (the use of a system via a modem). Finally, dBASE III requires DOS 2.0 and

Programmers who develop applications software for sale to others will be concerned that dBASE III has no runtime system as yet.

256KB. In some cases an upgrade may not be justified.

Programmers who develop applications for sale to others will be concerned that dBASE III has no runtime system as yet. Also, if a dBASE II application integrates with data files

from Ashton-Tate's Friday!, the data files will have to be converted for use with dBASE III, at least until a dBASE III version of Friday! is released. But take heart—Friday! uses the dBASE II's RunTime system, and the SET SCOREBOARD OFF command was put in dBASE III because the Friday! development group asked for it. Draw your own conclusions.

Ashton-Tate's first release of dBASE III is clearly intended to remedy dBASE II's shortcomings as seen in the marketplace. The company's research shows that more than half the users of dBASE II *never use command files*. Therefore, it is understandable that dBASE III is tailored to meet the needs of novice users rather than those of programmers who view dBASE as a language. Users can probably expect to see cycles of "novice" and then "programmer" releases. If that happens, the next release of dBASE should be for programmers. 

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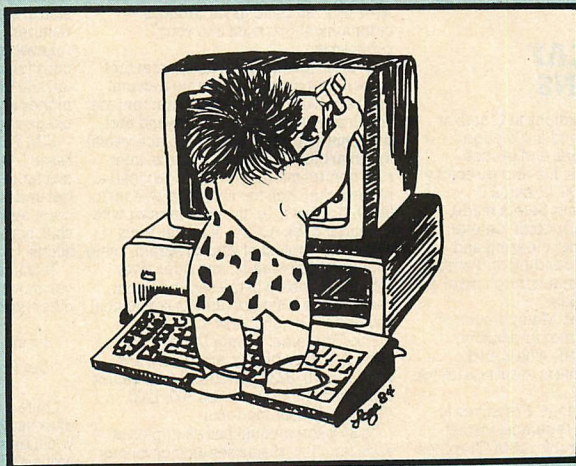
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The Greenleaf Comm Library supports ASCII or binary, any parity, any word length, 8250 UARTs, all four Lattice C memory models, Hayes 300, 1200, 1200B and other modems.

Its 80-page manual has examples of each function, discusses asynchronous communications, and both the library and demo programs come with source (a mix of C and assembler).

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Quite a treasure. So cost effective that after using only a couple of functions you'll be saving a bundle compared to writing your own. (It's true; how much do you cost per day?). So why not go for the whole bundle!

BASIC_C Use Your Knowledge of BASIC to Learn C

If you're getting the message that switching from BASIC to C would be prudent, you're about to discover that it's back to basics of a different sort. BASIC is fat with hidden functions that stripped down C just doesn't have.

Gone are all those handy string manipulators like LEFT\$, MID\$, STRING\$, etc. (although our library offerings add them back). In C, when you reach for even simple invocations like INPUT or PRINT A\$,X% — well, sorry to disappoint, but underlying such expressions in BASIC are bulging macros which C cannot have if it is to keep its slim profile.

But now comes BASIC_C and all your old favorites are back. Someone has written the full set of C functions to mimic BASIC's vocabulary, from ABS to WRITE. Over 80 routines to open and close files, "field" file buffers, convert their contents from and to strings (the CV? and MK? series), peek and poke, print using, clear screen, "instr", on error goto... they're all there. Some have reworked names and syntax to suit C, but all are written as one-to-one functional equivalents to the familiar features of BASIC. And they are documented one to a page in alphabetical sequence like the Microsoft manual for added familiarity.

So with BASIC_C, when you're thinking INPUT, go ahead. Use it. Or LPRINT or LOCATE or INKEY. But without BASIC_C, you will find that every line of code plunges you back in the C texts to figure out how to write it. Someday you'll want to, but for now, BASIC_C will start you programming quickly at the statement level so that you can concentrate on C's larger concepts.

There's a bonus: an unusually well-written manual with a first rate chapter comparing how BASIC and C go about their tasks. Without question, BASIC_C will ease your transition to C.

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LATTICE WINDOW

All Your Applications Could Have Windows!

Windows are no gimmick. Ask any user of a windowed product. But how do you add this technique to your applications without disappearing for several months of R&D?

With Lattice WindowTM that's how. One of those rare programming tools which will change the way you think of program design. Here's how:

Lattice Window takes over all screen management. It is an extensive set of object code functions which you merely call from your C program.

Think of a window as a screen of flexible size. You can tell Lattice Window to open and close many such virtual screens. Up to 255 at a time, each from 1x1 to 255x255 bytes. Then tell "Window" to display any portion of these virtual screens on the physical screen — as many as fit. Tell "Window" to place them wherever you want, overlapping and overlaying at will.

Windows no longer needed may be closed. Any background area overlaid earlier (which could be corners of several windows) will pop back to the screen. Think for a moment what a programming job that technique represents.

To your program, the entered window is the *entire* screen — all row and column references are relative to the window no matter its absolute position in the screen. All scrolling occurs only within the active window. The cursor will not leave its boundaries until your program says so. Any screen window may be entered for display, data entry, whatever. Any virtual screen — displayed or not — may be read from or written to by your program.

- You can move a window on the screen.
- You can grow it to display more of the underlying virtual screen. Or shrink it to show less.

- You can control screen attributes (color, blinking, inverse video, etc.) of any window.
- You can direct output to either the monochrome or color board.

It's a formidable product which will add incomparable flair to your next application!

Product Code: S0800 # Our Price:
List Price: **\$295.00** **\$235.00**

FAST-C This Editor Finds Compile Errors

Here's how to speed up the glacial crawl of editing your program file, running the compiler, noting errors, counting lines to find them, reloading the editor, and around again:

Re-direct Lattice C's error messages to FAST-C (via pipe or file). FAST-C puts errors and program together on the screen and gets you out of the line counting profession. It shows each error message in turn, highlights the program line which caused it, and displays the ten lines above it. FAST-C is an editor, so you can fix the error on the spot, then move on to the next, or access your entire program, add new code, etc.

You also get a library of handy debugging functions which display values, let you modify them, show contents beginning at a specified address in both hex and characters, and signal whereabouts in the program. And a multi-file scanner which can find and search and replace, using wildcards, up to 100 files at one go.

Product Code: S0250 # Our Price:
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HALO

A Spectacular Graphics Extension to Lattice C

HaloTM will astound you. It provides a complete library of graphic functions which can be linked with your Lattice programs to create full-color charts, graphs, simulations, even animation.

PMATE

The Programmer's Word Processor

PmateTM was designed for programmers. We'll wager that you cannot find a programmer who has discovered Pmate and moved on to something else.

Pmate is a full screen editor with ten auxiliary buffers for squirreling away pieces of text until needed. It uses single key commands to move the cursor, or text, or insert or delete, or rescue several thousand characters of deleted text.

It has a format mode for tab setting or wraparound and shaping when it's time to write documentation. Pmate lets you assign chains of commands or strings of text to single keys: a keystroke could set up the entire shell of a new C function, for example.

Pmate has variables, if-then statements, loops. It calculates, and converts decimal to hex to binary and back. You can write compact programs (called "macros") to delete comments, for example, or check syntax, or process long sequences of commands. Macros can alphabetize lists, do row and column math, perform a series of operations on multiple files, even summon other macros.

Put another way, Pmate is a text editor with its own built-in interpretive language. A language you can use to completely customize this text editor to your fancy. Possibly the most artful, ingenious program you have ever seen.

Product Code: S0600 # Our Price:
List Price: **\$225.00** **\$175.00**

It's a long list of capabilities which make for an extraordinarily powerful product. In fact, Halo is so good that manufacturers of graphics boards and systems are adopting it as a standard graphics language. So it can bridge your application to other systems. CAD-CAM developers, especially, have embraced its device-independent approach for maximal portability. Halo offers a dazzling demonstration that function library architecture will tremendously enhance your firepower.

You'll need an IBM monochrome or color graphics board for our standard version, but other versions now support ten boards and their equivalents. Halo is sold in a one board, one language configuration (special pricing for multiples), but each version now comes with a multitude of I/O drivers for mice and printers.

Tip: Ask us to throw in Dr. Halo for an extra \$95. It's a "paint" program written with Halo, far surpasses other pretenders, and will open up realms of creativity. Brilliant beyond belief.

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Btrieve's foundation is a balanced-tree indexing scheme, conceded to be the fastest search technique devised (it will find any key in a million-plus item index in four or less accesses).

Btrieve comes with interfaces to C,

Pascal, BASIC, and COBOL, and the manual gives you working sample programs which demonstrate every command in all four languages. The kind of presentation which led *PC World* to exclaim "for those of us who have endured poorly written and inadequate manuals, this one is a pleasure to read."

Btrieve has mainframe specifications! A single file may have up to 24 indexes. Segments of keys may be indexed. Each index can independently accept or block duplicate keys. A record length can be up to 4090 characters; an index length 255 characters. A file may be 4 billion bytes. It can even extend a file across two drives — even two hard disks!

With Btrieve you are freed to think logically; the physical file is no longer of concern. Gone for good is all that time-wasting dicker with intricate file referencing schemes and sorting algorithms. Thinking shifts to a higher plane.

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But not when you use Panel™. Put Panel to work and you hire a super-programmer for the minimum wage. Telling Panel your screen design is like using a word processor. You can add, move, copy, delete, and reshape fields with single key commands. The result? Finished C source code with field descriptors, color and highlighting, input editing by type of field, help keys, and warning messages.

Panel can also create a terminal selection program customized for your application, and gives you a utility to quickly test your finished screens. It supports user-written input verification code. It even includes a multi-key data file maintenance program which interacts with the screen you design. All the tools you need to generate code for the trickier aspects of your application.

Panel routines are powerful. Unlike so many programs which make error correction difficult once a field is departed, Panel gives the user full field-to-field movement for editing, and otype or insert/delete within fields.

A truly superior productivity tool every developer should have.

Product Code: S0400 #	Our Price:
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PLINK86

Overlay Linkage to Expand Your Art of the Possible

Software is becoming ever more sophisticated, which means more complex programs requiring large chunks of memory. But if you use extra memory, you count on users to have expanded RAM, and forego sales to those who do not.

Plink86™ is the answer. It shoe-horns large programs into small memory. First, Plink86 acts as an alternative to DOS' Link. C encourages design of separately compiled object modules in the Microsoft relocatable format. Plink86 pulls modules together into single compiled programs. But Plink86's overlay power is what has gained it a reputation as a miracle worker. It binds into the compiled program its overlay manager which knows how to swap modules of your large linked program between disk and memory, so that each can temporarily occupy the same memory space.

Unlike other linkers, the overlay manager acts on its own, needing no calls from the source program. Instead, Plink86's straightforward overlay description language allows you to describe your overlay structure in one place in your program — a structure permitting up to 4,095 overlays stacked 32 deep. No re-compiling to re-arrange the structure!

Plink86 can even sub-divide its linked output into multiple files for programs which must span more than one disk. And it produces a symbol map for debugging with Pfix86 Plus.

But most of all it sets you free to write the comprehensive code today's users have come to expect without sacrifices to memory constraints.

Product Code: S0500 #	Our Price:
List Price: \$395.00	\$315.00

LATTICE C

The Preeminent 16-bit C Compiler

C's structured approach encourages development of tight, fail-safe functions which can be counted on to return reliable results every time. Local variables unknown outside of functions to safeguard against collision. Extremely powerful nested expressions which produce elegant, concise code.

Lattice C™ is the unparalleled choice for program development. Byte said "the Lattice C compiler produces remarkable code... outstanding in terms of both execution speed and code compactness". After reviewing nine compilers for the PC, the *PC Tech Journal* unequivocally declared Lattice C "best for software development... it compiles fast and produces fast programs".

Lattice C is a full implementation of Kernighan and Ritchie, not a subset, plus extra features such as nested comments, and 39-character variable names.

Lattice C runs on virtually any computer using an 8086 or 8088 microprocessor. Create your source files with any

word processor or text editor like our Pmate or ES/P for C and Lattice C will compile them into Intel 8086 object module format for linking with other modules by DOS' Link or our Plink86.

Lattice C offers a choice of four memory models which allow the program designer to choose the right combination of efficiency and size for an application: a range between 64K and RAM capacity for program and data.

The compiler comes with a library of I/O routines which implement under MS™DOS most of the Unix-compatible standards described by Kernighan & Ritchie; a fulsome set of transcendental and Unix math functions K&R didn't think to mention; and some of Unix's most useful options such as Fork, to pull another program into memory in parallel, branch to it, and return. Lattice C will also automatically sense and use the 8087 chip.

The documentation, which Byte says "sets such a high standard of excellence that others don't even come close," covers the interface to assembly language and machine dependencies. Needs 128K.

Product Code: S0100 #	Our Price:
List Price: \$500.00	\$295.00

PFIX86

Advanced Dynamic and Symbolic Debuggers

Debugging programs without special tools is like fixing an automobile without lifting the hood. Pfix86™ lets you see inside your program while it is running: multiple windows show program code and data, breakpoint settings, and current register and stack contents simultaneously. You can make changes by moving the cursor into a window and typing: code in the program window; bytes, words, addresses, and strings in the data window. It has an in-line assembler, so you can enter program modifications in assembler at run time.

Pfix86 Plus is an enhanced version for use with modules linked by Plink86, even those with overlays. It retains the program "symbols" otherwise lost during compiling — the names you gave to variables, functions, etc. in your source code — so you don't have to deal with inscrutable hex addresses.

Both versions have dynamic trace and breakpoint setting facilities. Breakpoints appear in both the code and breakpoint windows. You can then disable them without removal, activate them only upon their nth encounter, halt them when a condition is met, or enable or disable another breakpoint.

Code	List Price:	Our Price:
Pfix86 S0550	\$195.00	\$155.00
* Plus S0555	\$395.00	\$315.00

ES/P for C

The Next Best Thing to a C Interpreter

ES/P for C is a language dedicated editor. It knows C. Press ALT and a companion key and ES/P for C sets up for you a complete framework of a C structure, whether if-then-else, do-while, switches, loops — even the outer frameworks for "main" and entire functions.

Inside these structures, ES/P for C then outlines the components to be filled in: declarations, statements, etc. And when you go to fill in, say, a declaration segment, ES/P for C prompts for what's needed, shows menus of options — e.g., "int", "char", "float" — and fills in the semi-colons and curly braces for you.

To say that it will save countless keystrokes is the most trivial benefit. ES/P for C is really a powerful outline processor. It lets you erect the superstructure of an entire program in minutes, with all structures properly nested, code neatly indented, and reserved words in place. Then prompts to make sure you don't forget to fill in all the spaces between.

Now that ES/P for C has looked after syntax and punctuation, watch compile time errors evaporate. And we haven't even mentioned that ES/P for C can operate on four files at once in separate windows. Also available for Pascal.

Product Code: S0450 #	Our Price:
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CIRCLE NO. 170 ON READER SERVICE CARD

Entymological Explorations

*Bugs come in all shapes and sizes.
Choosing the right debugger demands
careful consideration.*

STEVEN ARMBRUST and TED FORGERON

Back when IBM first introduced the PC, life as a software developer was simple. There were few programming languages to choose from, and even fewer debuggers. In fact, only one debugger existed then—IBM DEBUG, developed by Microsoft and included at no extra cost with PC-DOS.

Now, nearly 20 debuggers are on the market, with more becoming available each day. Some are relatively cheap; some cost thousands of dollars. All claim to do a better job than DEBUG.

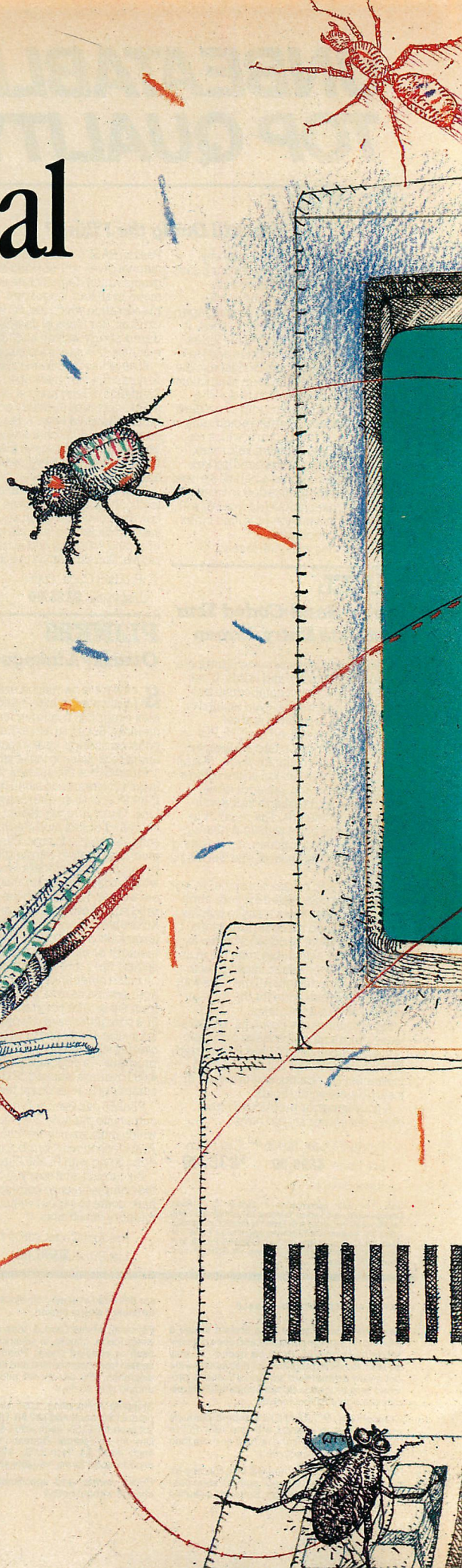
CATEGORIZING DEBUGGERS

In an attempt to clear up the confusion associated with the sheer number of new debuggers now on the market, we have defined five classes of general-purpose debuggers for the IBM PC. Some overlap exists between classes—debuggers in one category that have isolated features attributed to another class. And, no single debugger contains all the features listed for its class. But it's easy to see that most debuggers fit into one of the categories listed.

The debuggers that do not fit into any of the general classes are usually special-purpose (or environment-specific) debuggers. For example, c-windows from c-systems is a powerful debugger that works only with the c-systems C compiler. Windows Probe from Atron is powerful product with the specific purpose of debugging programs that use Microsoft Windows. These debugging tools perform valuable functions, but they might not be general enough to satisfy all debugging needs.

Assembly Language Debuggers. The products in this class (IBM DEBUG is the best-known) are the least sophisticated of

Steven Armbrust is a senior documentation engineer and Ted Forgeron is vice president of systems software engineering at Multisoft Corporation.



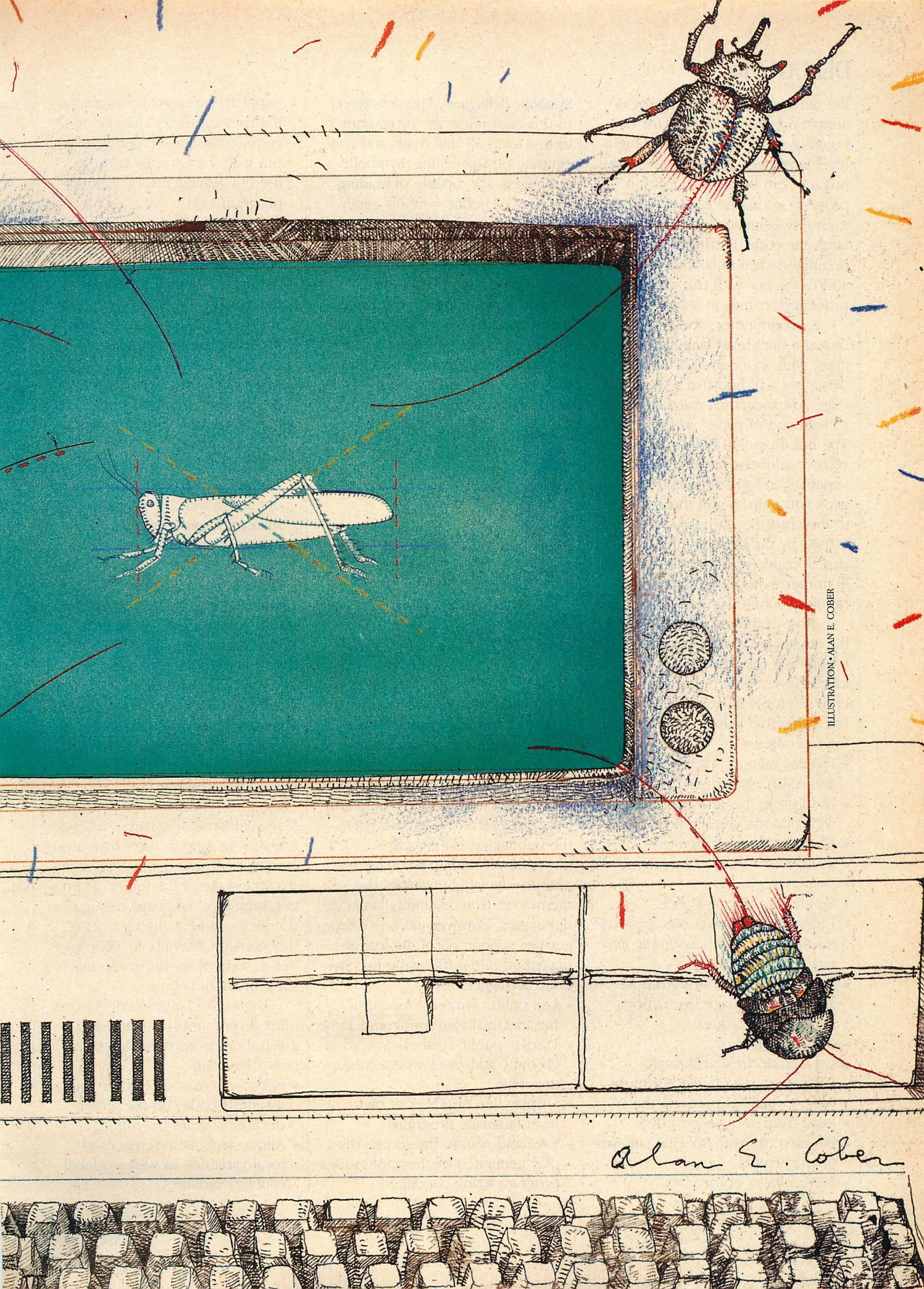


ILLUSTRATION • ALAN E. COBER

Alan E. Cober

DEBUGGERS

the debugging tools; they provide almost no additional help for debugging programs written in high-level languages. Although these debuggers can be used to examine program code, the code will be in assembly language, not high-level language code. Furthermore, these debuggers deal only with absolute addresses, not with the variable and procedure names in a program.

A programmer who attempts to debug a high-level language program with an assembly language debugger will find that a fresh link map, a hexadecimal calculator, and a clean pad of paper are necessary. The link map will help to find the relative addresses of the program's variables and procedures, the calculator will help to add these offsets to the absolute starting address returned by the debugger, and the pad of paper will keep the programmer from forgetting these numbers while using the debugger.

Most of the features of assembly language debuggers provide the foundation for other, more sophisticated classes of debuggers. In general, assembly language debuggers can perform a subset of the following operations:

- Display memory as hexadecimal and ASCII characters.
- Load programs and execute them with optional breakpoints.
- Change values in memory.
- Search for values in memory.
- Display registers.
- Single-step through code.
- Unassemble instructions (translate machine code into assembly language instructions).
- Assemble instructions (translate assembly language instructions into machine code).
- Compare memory.
- Do hexadecimal arithmetic.
- Perform port I/O (read from or write to the I/O ports on the PC).
- Read from and write to disk.
- Fill memory with specific patterns of characters.
- Move blocks of memory.

Symbolic Debuggers. The debuggers in this class allow the programmer to toss away all link maps and concentrate on debugging. Symbolic debuggers are capable of reading the map of public symbols generated by the linker, so that the actual names of public procedures and variables can be used while debugging. There is no need to get bogged down converting relative memory addresses to absolute addresses. One inconvenience with symbolic debuggers is that although the names of public symbols can be used while debugging, the names

Symbolic debuggers
allow the programmer to
toss away all link maps and
concentrate on debugging.

of procedures and variables that are local to a module cannot be used. This problem can be skirted by temporarily declaring all symbols in a module public. This will make the code larger and slower, so the symbols must be changed back when the debugging is finished.

Symbolic debuggers have several distinguishing features that set them apart from assembly language debuggers; however, no one debugger can support all of the features described in the following list. Symbolic debuggers can:

- Use public symbols instead of hexadecimal values in commands.
- Display public symbols instead of absolute addresses where it is appropriate.
- Display line numbers of high-level language programs.
- Save and restore the screen display generated by the applications program being debugged.

- Support an external console (so the user can enter debugging commands and see debugger output with the external console, thereby leaving the PC free for program I/O).
- Support the debugging of overlaid code. (Debugging overlaid code with an assembly language debugger is difficult because there is no way of knowing the absolute address of an overlaid procedure until that procedure has been loaded.)
- Allow the user to view the source or listing file while debugging.
- Provide on-line help for debugging commands.
- Provide multiple-window display so the user can see parts of memory along with the program's stack and unassembled code.
- Provide a macro facility that can be used for combining multiple debugging commands.

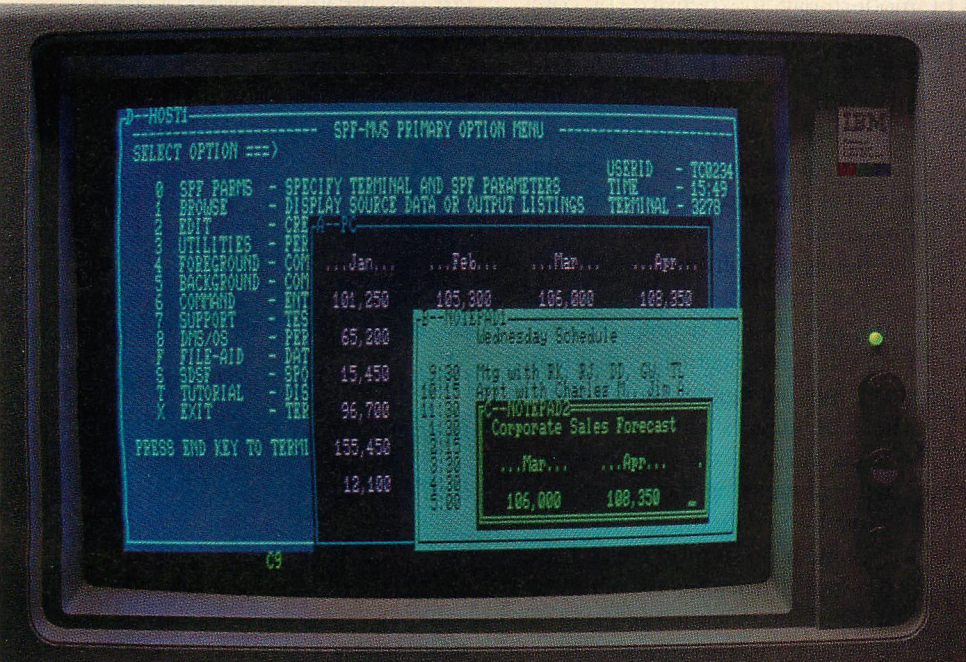
High-level Language Debuggers. With all the features that symbolic debuggers provide, they still require the user to look at machine code and assembly language instructions on the screen when debugging. High-level language debuggers are for programmers who do not want to deal with debugging at the machine instruction level.

Some vendors, such as C-Ware, Mark Williams, and Turbo, offer debuggers to support their high-level languages. These debuggers are an exciting wave of the future. At present, high-level language debuggers do not provide as high a level of functionality as symbolic debuggers, but as technology improves, that support should come.

High-level language debuggers offer several features that distinguish them from symbolic debuggers. They can:

- Show source code (rather than assembly code) on the screen during program execution.
- Allow symbolic references to local variables, as well as global (public) variables.

Compared to this, other 3278/79 emulators aren't much to look at.



or modem connection. And both versions provide fast, easy file transfers between a PC and a CMS or TSO host. There's even a batch file generator that serves up multiple files with just a few keystrokes.

And for your colleagues overseas, international keyboard mapping comes standard.

But perhaps the biggest advantage of our emulator board is its small size. It's just five inches long. (Or short, depending how you

Look closely.

This isn't your everyday 3278/79 emulator. Ours gives you much more to work with. Namely, a host session, a PC DOS session and two notepads. All on the same screen. At the same time.

We call it the CXI 3278/79 PLUS PC connection.

Fortunately, it's easier to use than it is to say.

There's no toggling back and forth between sessions. No shuffling floppies to move information.

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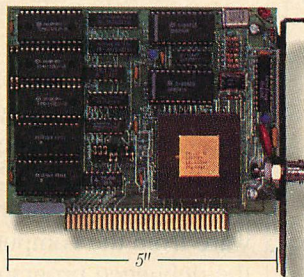
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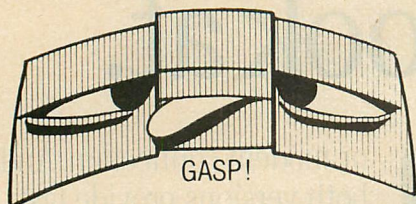
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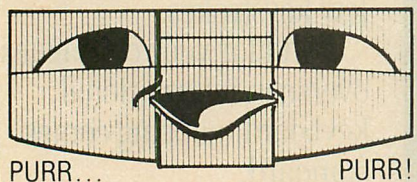
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DEBUGGERS

- Set breakpoints at lines of source code, rather than at machine-level addresses.
- Single-step through lines of source code. This allows the programmer to think in terms of lines of source code instead of being forced to step through assembly language instructions.

Hardware-assisted Debuggers. Hardware-assisted debuggers are the modern-day, inexpensive (by comparison) replacements for in-circuit emulators (discussed below). They are made up of three parts: a circuit board that plugs into one of the expansion slots on a PC, a probe into which is plugged an 8088 microprocessor, and a diskette containing the debugger software.

Because of the additional hardware, this class of debugger can perform some neat tricks that software-only debuggers cannot touch. These debuggers can:

- Support hardware breakpoints without affecting the speed of the executing program.
- Provide a program trace (a list of the last instructions executed by the program) while the program is running in real time.
- Provide protected memory for the debugger software.
- Recover from program crashes without rebooting the machine and clearing memory.
- Analyze a program to determine where the performance bottlenecks are hiding.

In-circuit Emulators. An in-circuit emulator (ICE) has essentially the same features as a high-end hardware-assisted debugger, but at a much higher price. ICE units isolate the debugger hardware and software from the computer that runs the debugged program. This ensures that the debugger will not become corrupted by the same bug that caused the tested program to fail in the first place. And, conversely, they can ensure that anomalies in the debugger do not affect the program being debugged.

The problem with ICE units is that they are expensive. Intel's ICE-88 prices start at about \$7,500, and to use one, an Intel development system is necessary.

THE RIGHT DEBUGGER

The rest of this article offers capsule summaries of most of the debuggers in each class. Table 1 compares their features. *PC Tech Journal* has already provided detailed reviews of some of these debuggers in previous issues and will review more debuggers in future issues.

An in-circuit emulator (ICE) has essentially the same features as a high-end hardware-assisted debugger, but at a much higher price.

ASSEMBLY-LANGUAGE DEBUGGERS

DEBUG (IBM). DEBUG is the granddaddy of all PC debuggers. It first became available with the introduction of the PC in 1981. Although distributed by IBM, DEBUG (like DOS) was developed by Microsoft Corporation. DEBUG is the least powerful but most often used of the debuggers in this survey.

DEBUG's comparative lack of power stems from the fact that it is the base upon which all other debuggers are built. This situation is much like that of second-generation spreadsheets, such as Lotus 1-2-3, which contain the same core of features as their predecessor—Visi-Calcul—and which use this core as a base upon which to build more powerful and exciting features.

Despite DEBUG's lack of gusto, it is by far the most popular debug-

ger for the IBM PC. Its popularity has nothing to do with the program itself and everything to do with the price. It is free with the purchase of PC-DOS. And everyone has PC-DOS. **Trace86** (Morgan Computing). This debugger was reviewed in-depth in the May 1984 issue of *PC Tech Journal* ("Two New Ways to Drive the Bugs Away," Ray Duncan, p. 110). Trace86 is not a bad value among assembly language debuggers. At \$125, it is a pretty good bargain.

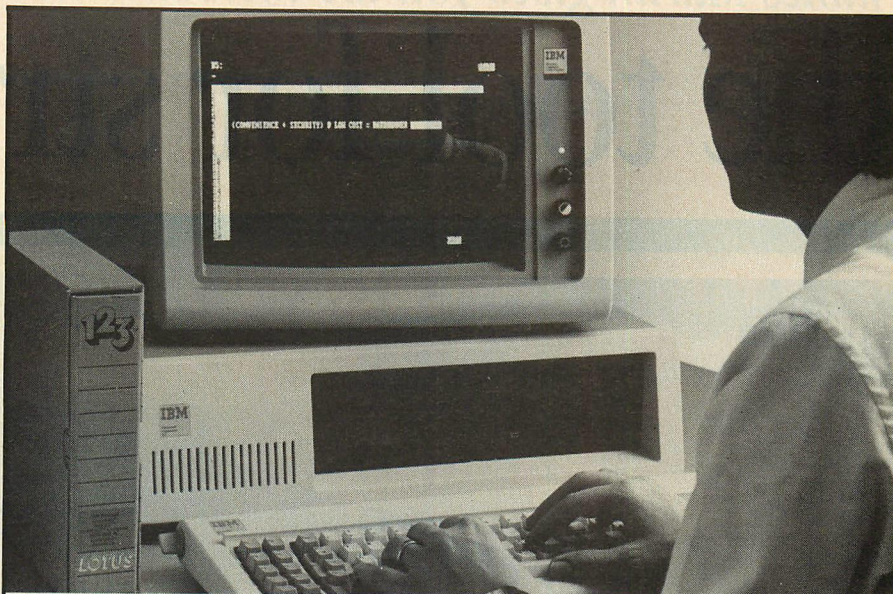
Trace86 is organized around separate "command" and "trace" screens. The command screen lets the user enter file- and data-handling commands. The trace screen allows him to see program code, registers, stack, and memory. These screens are clean and well thought out. The command set is extensive and easy to use.

One excellent feature is the automatic trace, which appears on the screen at 1/10,000th the speed of normal execution and lets the user see what his code is doing at a comfortable viewing speed.

For novice assembly language users, Trace86 is a must. It gives them a ringside seat from which to watch their instructions dance. **87DEBUG** (MicroWay, Inc.). As might be guessed by the name, 87DEBUG offers a lot of support for the 8087 numeric coprocessor. MicroWay, Inc. (formerly MicroWare) is well-known as the mail-order source for the 8087 and supporting products. Its experience in the 8087 field shows in this debugger.

One of the most powerful features of 87DEBUG is its ability to show real numbers in memory (and let the user enter them), using the 8087 number formats. In addition, the user can display or change all of the 8087 registers and unassembled 8087 instructions.

This debugger also includes many of the more typical commands of other assembly language debuggers. But its true strength lies in its handling of the 8087.



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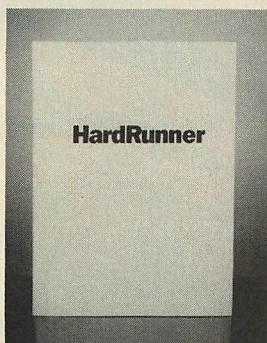
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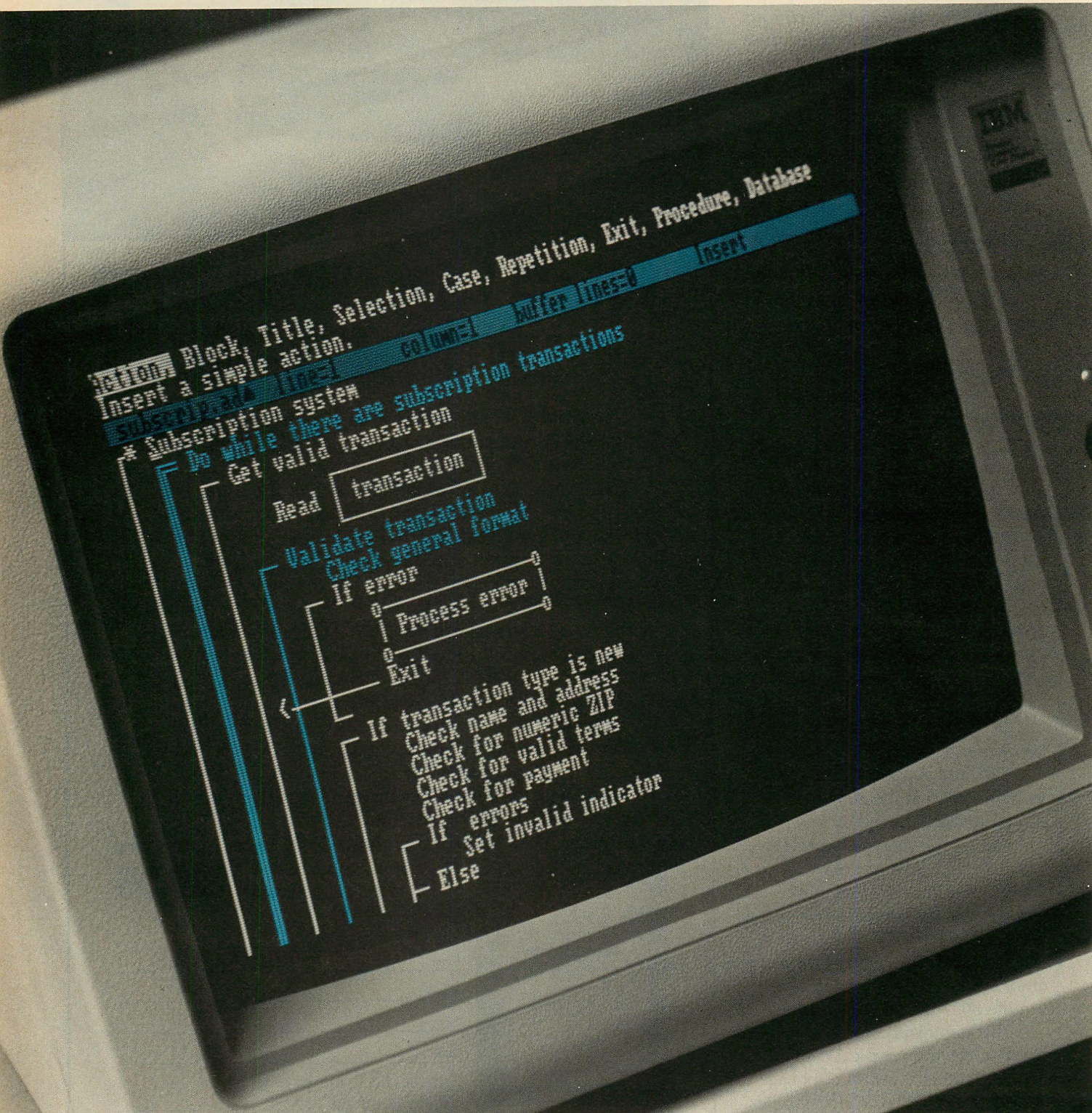
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*Diagramming Techniques for Analysts and Programmers
Prentice-Hall, 1984

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```
SUBSCRIPTION_SYSTEM: PROCEDURE OPTIONS (MAIN);
/*
 * SUBSCRIPTION_SYSTEM TRANSACTION PROCESSING
 */
.../* Variable Declarations */
ON ENDFILE (DATA_FILE)
  EOF_DATA_FILE = YES;
OPEN FILE (DATA_FILE);
DO WHILE ("EOF_DATA_FILE");

/* SET TRANSACTION */
READ FILE (DATA_FILE) INTO (TRANSACTION);

/* VALIDATE TRANSACTION */
CALL CHECK_FORMAT (TRANSACTION, RC1);
IF RC = ERROR THEN
  CALL PROCESS_ERROR (TRANSACTION, RC, NO, NO, NO, NO);
SELECT
  WHEN (TRANSACTION.TYPE = "NEW") DO;
    CANCELLATION = NO;
    CALL CHECK_NAME_ADDRESS (CUSTOMER, RC2);
    CALL CHECK_ZIP_CODE (ZIP_CODE, RC3);
    CALL CHECK_TERMS (TERMS, RC4);
    CALL CHECK_PAYMENT (PAYMENT, RC5);
    IF (RC2 || RC3 || RC4 || RC5) = ERROR THEN
      STATUS = ERROR;
    ELSE
      STATUS = NO_ERROR;
  END;
  WHEN (TRANSACTION.TYPE = "RENEWAL") DO;
    CANCELLATION = NO;
    RC1 = NO_ERROR;
    RC2 = NO_ERROR;
    CALL CHECK_TERMS (TERMS, RC3);
    CALL CHECK_PAYMENT (PAYMENT, RC4);
    IF (RC3 || RC4) = ERROR THEN
      STATUS = ERROR;
    ELSE
      STATUS = NO_ERROR;
  END;
  WHEN (TRANSACTION.TYPE = "CANCELLATION") DO;
    STATUS = NO_ERROR;
    CANCELLATION = NO;
  END;
END;

/* PROCESS VALID TRANSACTION */
IF STATUS = NO_ERROR THEN
  SELECT
    WHEN (TRANSACTION.TYPE = "NEW")
      CALL NEW_SUBSCRIPTION (TRANSACTION);
    WHEN (TRANSACTION.TYPE = "RENEWAL")
      CALL SUBSCRIPTION_RENEWAL (TRANSACTION);
    WHEN (TRANSACTION.TYPE = "CANCELLATION")
      CALL SUBSCRIPTION_CANCELLATION (TRANSACTION);
  END;
END;
```

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TABLE 1: *Debugger Features*

	CLASS	8087 SUPPORT	SUPPORTS TWO MONITORS	MULTIPLE-WINDOW DISPLAY	VIEW ANOTHER FILE WHILE DEBUGGING	SUPPORTS REMOTE CONSOLE	SAVE AND RESTORE APPLICATIONS SCREENS	SEARCH MEMORY
IBM DEBUG 2.1	AL	Yes	No	No	No	No	No	Yes
TRACE86 1.09A	AL	Yes	No	No	No	No	No	Yes
PC-TEST 1.0	AL	No	No	Yes	Yes	No	Yes	No
87DEBUG 1.0	AL	Yes	No	No	No	No	No	Yes
PfIX86 1.01	AL	No	Yes	Yes	No	No	Yes	Yes
CODESMITH-86 1.8	SYM	No	Yes	Yes	No	No	Yes	Yes
MYLSTAR 2.0	SYM	Yes	No	No	No	No	No	Yes
SW PROBE 1.5	SYM	Yes	Yes	Yes	No	Yes	Yes	Yes
GENESCOPE 1.0	SYM	No	No	No	Yes	No	Yes	Yes
PfIX86-PLUS 1.02	SYM	No	Yes	Yes	No	No	Yes	Yes
SYMD 1.01	SYM	Yes	No	No	No	No	No	Yes
BUGSCREEN 1.0	SYM	No	No	Yes	Yes	No	Yes	No
PERISCOPE 1.0	SYM	No	Yes	No	No	No	Yes	Yes
SOFT-SCOPE 1.1	HLL	Yes	No	No	Yes	Yes	No	Yes
SW SOURCE PROBE 1.0	HLL	Yes	Yes	Yes	Yes	Yes	Yes	Yes
SOURCE PROBE 1.0	HWA/HLL	Yes	Yes	Yes	Yes	Yes	Yes	Yes
PDT-PC 2.0	HWA	Yes	No	No	Yes	No	Yes	Yes
PC PROBE 1.15	HWA	Yes	Yes	Yes	No	Yes	Yes	Yes
ICE-88 88A	ICE	Yes	Yes	No	No	Yes	N/A	Yes

¹If program linked with Plink86

²Not real-time

³Shows source instead

⁴Reset switch

⁵Security key

⁶Boards

Pfix86 (Phoenix Computer Products Corp.). Pfix86 is a good choice for computers users who like windows. A recent entry in the debugger race, Pfix86 was released last summer by the same company that produced the Pmate program editor and the Plink86 overlay linker for IBM and Microsoft languages.

Pfix86 has the best windows of any debugger we surveyed. An especially nice feature is the stack window, which orients vertically on the screen. Pfix86 can be configured to show the stack growing either up or down. And, as an extra touch, the program even provides an arrow to point out the location of the current stack pointer (SP).

The major weakness of Pfix86 is its command syntax. It usually takes three keystrokes to initiate com-

mands that most other debuggers can initiate with one key. This may seem minor, but after a long day, that two-keystroke overhead can get irritating and tiresome.

PC-Test (A.J.M. Associates). PC-Test is a friendly debugger. A.J.M. Associates claims that it did an extensive study to determine what programmers need when they debug code. As a result, it eliminated from PC-Test features such as unasassembly of code to disk and block memory moves, and included features such as text browsing and test program screen maintenance. The company's attitude is that if the user needs features such as block memory move, DEBUG is available with DOS. PC-Test has very few commands and makes extensive use of the PC's function keys.

Two additional points are worth noting. First, PC-Test is fast. Written in assembly language, it really flies. Second, the source code for the debugger is supplied at no extra charge. The obvious benefit for those who are new to assembly language programming is that this assembly language source can serve as a coding example. And, the more experienced programmer can change the debugger to add customized features.

SYMBOLIC DEBUGGERS

CodeSmith-86 (Visual Age). Like Pfix86, CodeSmith-86 is window-oriented. Until recently, it was an assembly language debugger too.

However, the latest version of CodeSmith-86 has been enhanced to include support for symbols. Un-

COMPARE MEMORY	FILL MEMORY	ASSEMBLE TO MEMORY	MOVE MEMORY	DISPLAY SOURCE CODE DURING PROGRAM EXECUTION	DISPLAY SOURCE CODE LINE NUMBERS	HIGH-LEVEL LANGUAGE BREAKPOINTS	HIGH-LEVEL LANGUAGE SINGLE STEP	DISPLAY AND ACCEPT PUBLIC SYMBOLS	LOCAL SYMBOL SUPPORT
Yes	Yes	Yes	Yes	No	No	No	No	No	No
Yes	Yes	No	Yes	No	No	No	No	No	No
No	No	No	No	No	No	No	No	No	No
Yes	No	No	Yes	No	No	No	No	No	No
No	Yes	No	Yes	No	No	No	No	No	No
No	Yes	No	Yes	No	No	No	No	Yes	No
Yes	Yes	Yes	Yes	No	No	No	No	Yes	No
Yes	Yes	Yes	Yes	No	Yes	No	No	Yes	No
Yes	Yes	No	Yes	No	Yes	No	No	Yes	No
No	Yes	No	Yes	No	Yes	No	No	Yes ¹	No
Yes	Yes	Yes	Yes	No	Yes	No	No	Yes	No
No	No	No	No	Yes	No	No	No	Yes	Yes
Yes	Yes	No	Yes	No	Yes	No	No	Yes	No
No	No	No	No	Yes	Yes	Yes	Yes	Yes	Yes
Yes	Yes	No	Yes	Yes	Yes	Yes	Yes	Yes	No
Yes	Yes	No	Yes	Yes	Yes	Yes	Yes	Yes	No
Yes	Yes	Yes	Yes	No	Yes	No	No	Yes	No
Yes	Yes	Yes	Yes	No	Yes	No	No	Yes	No
Yes	Yes	No	Yes	No	Yes	No	No	Yes	Yes

⁷Includes source

⁸Includes PC PROBE

⁹Plus \$395 for performance analysis

¹⁰Requires MDS system

fortunately, its complicated set of commands is not easy to remember. CodeSmith-86 could be called the WordStar of debuggers—lots of power but not very easy to learn.

Calling Visual Age for technical support can be a pleasant surprise. Instead of listening to “Moon River” while waiting for the inevitably inexperienced support person to answer, the caller can talk directly to the author of the program. But don’t call before noon Pacific time. The author reserves that morning time to implement the latest set of suggested features.

For a detailed review of CodeSmith-86, see “Two New Ways to Drive the Bugs Away,” (Ray Duncan, May 1984, p. 110).

Mylstar Symbolic Debugging Program (Mylstar). Some companies don’t

believe in reinventing the wheel; Mylstar is one of them. Rather than building a debugger from ground up, Mylstar elected to base MSD on, of all things, IBM DEBUG.

Before using MSD, you must run an installation program that marries MSD to DEBUG.COM. The result of this marriage is a few enhanced IBM DEBUG commands and 32 new commands that provide support for symbolic debugging, macros, and other features.

At \$125, MSD is an inexpensive but attractive symbolic debugger for those who just can’t tear themselves away from IBM DEBUG, but who wouldn’t mind bringing their debugging capabilities up to date.

SOFTWARE PROBE (ATRON). ATRON’s primary product is a hardware-assisted debugger called PC PROBE. SOFTWARE

PROBE is the same product minus the circuit board, but plus a special bonus: a combination stop and reset button that stops a wild program from executing and returns to the debugger without erasing the contents of memory.

It makes a lot of sense for a software development house to have the same debugger available in a hardware-assisted version and in a less expensive software-only version. Not everyone on the programming staff needs a \$2,000-plus, hardware-assisted debugger. But when a nasty problem needs diagnosis, it’s comforting to know that a heavy-duty tool is available. And if both debuggers speak the same language, that’s just icing on the cake. **GeneScope** (Genesis Microsystems). Like SOFTWARE PROBE, GeneScope is

TABLE 1: *Debugger Features*

	DISPLAY PUBLIC SYMBOLS INSTEAD OF ADDRESSES	SET BREAKPOINTS IN OVERLAYS	HARDWARE BREAKPOINTS	PROGRAM BACK TRACE	REDUCED-SPEED PROGRAM TRACE	SINGLE STEP PAST CALLS AND INTERRUPTS	UNASSEMBLE INSTRUCTIONS	HEXADECIMAL ARITHMETIC
IBM DEBUG 2.1	No	No	No	No	No	No	Yes	Yes
TRACE86 1.09A	No	No	No	Limited	Yes	Yes	Yes	Yes
PC-TEST 1.0	No	No	No	No	No	Yes	Yes	No
87DEBUG 1.0	No	No	No	No	No	Yes	Yes	No
PFX86 1.01	No	No	No	No	No	Interrupts	Yes	Yes
CODESMITH-86 1.8	Yes	No	No	No	Yes	Yes	Yes	Yes
MYLSTAR 2.0	Yes	No	No	No	No	Yes	Yes	Yes
SW PROBE 1.5	Yes	No	No	No	Yes	Yes	Yes	Yes
GENESCOPE 1.0	Yes	No	No	No	No	Yes	Yes	Yes
PFX86PLUS 1.02	Yes ¹	Yes ¹	No	No	No	Interrupts	Yes	Yes
SYMD 1.01	Yes	No	No	Yes ²	Yes	Calls	Yes	Yes
BUGSCREEN 1.0	Yes	No	No	No	No	Yes	No ³	No
PERISCOPE 1.0	Yes	No	No	No	Yes	No	Yes	Yes
SOFT-SCOPE 1.1	Yes	Yes	No	Yes ²	Yes	No	Yes	No
SW SOURCE PROBE 1.0	Yes	No	No	No	Yes	Yes	Yes	Yes
SOURCE PROBE 1.0	Yes	No	Yes	Yes	Yes	Yes	Yes	Yes
PDT-PC 2.0	Yes	No	Yes	Yes	No	Yes	Yes	Yes
PC PROBE 1.15	Yes	No	Yes	Yes	Yes	Yes	Yes	Yes
ICE-88 88A	Yes	Yes	Yes	Yes	Yes	No	Yes	Yes

¹If program linked with Plink86

²Not real-time

³Shows source instead

⁴Reset switch

⁵Security key

⁶Boards

the software version of a hardware-assisted debugger. In this case, the hardware-assisted debugger is Answer Software's PDT-PC. The people at Genesis Microsystems developed the software portion of the PDT-PC for Answer Software, and now they are marketing it under the name GeneScope.

GeneScope includes all the features of the PDT-PC except hardware breakpoints, real-time program trace, assemble to memory, and performance analysis. As with SOFTWARE PROBE, GeneScope is especially handy to use with Answer Software's PDT-PC hardware-assisted debugger; but for a software-only debugger, it's a little high-priced (\$995).

In addition, GeneScope requires a serial port into which is

plugged a security device—an extreme method of copy-protection.

Pfix86Plus (Phoenix Computer Products Corp.). Pfix86Plus does everything that Pfix86, the assembly language debugger, does, plus it adds symbolic debugging and debugs overlaid code. However, to take advantage of these additional features, Phoenix Software's Plink86 program linker is necessary. (Plink86 was reviewed in "Program Orchestration," Steven Armbrust and Ted Forgeron, *PC Tech Journal*, November 1984, p. 28.) Plink86 and Pfix86Plus form a synergistic team whose capabilities far exceed the sum of the two taken separately.

Plink86 has a SYMTABLE option that allows it to store, in the .EXE file it generates, information about public symbols and local-variable

line numbers. Pfix86Plus can extract this information without having to read a separate link map file. This implies a faster-loading debugger, and it makes special map conversion programs unnecessary.

Also, Pfix86Plus has the capability to debug overlaid code. For example, it allows the user to set breakpoints on symbols that reside in overlays—even if the overlay has not been loaded into memory. To our knowledge, Pfix86Plus is the only debugger with this capability. **Periscope** (Data Base Decisions). Periscope comes complete with a Submarine, a "Torpedo" switch, and a professional-looking manual.

The Submarine is a special memory board containing 16KB of write-protected memory—enough to hide all of the debugger's code.

PORT I/O	DISK I/O	MACROS	PROGRAM CRASH RECOVERY	PERFORMANCE ANALYSIS	DEBUGGER SOFTWARE MEMORY-PROTECTED	COPY-PROTECTED	HARDWARE SUPPLIED	ON-LINE HELP	PRICE
Yes	Yes	No	No	No	No	No	None	No	W/DOS
Yes	Yes	No	No	No	No	No	None	Yes	\$125
No	No	No	Yes	No	No	No	None	Yes	\$75 ⁷
Yes	No	Yes	No	No	No	No	None	No	\$150
Yes	Yes	No	No	No	No	No	None	Minimal	\$195
Yes	Yes	No	No	No	No	No	None	No	\$145
Yes	Yes	Yes	No	No	No	No	None	Yes	\$125
Yes	Yes	Yes	Yes	No	No	Yes	Yes ⁴	Automatic	\$295
Yes	Yes	Yes	No	No	No	Yes	Yes ⁵	Yes	\$995
Yes	Yes	No	No	No	No	No	None	Minimal	\$395
Yes	Yes	No	No	Yes	No	No	None	No	\$125
No.	No	No	No	No	No	No	None	Yes	\$95
Yes	Yes	No	Yes	No	Yes	Yes	Yes ^{4,6}	Yes	\$295
Yes	Yes	Yes	No	No	No	No	None	Yes	\$995
Yes	Yes	Yes	Yes	No	No	Yes	Yes ⁴	Automatic	\$395
Yes	Yes	Yes	Yes	\$395 extra	Yes	Yes	Yes ^{4,6}	Automatic	\$2,695 ⁸
Yes	Yes	Yes	Yes	Yes	No	Yes	Yes ⁶	Yes	\$1,775
Yes	Yes	Yes	Yes	\$395 extra	Yes	Yes	Yes ^{4,6}	Automatic	\$2,495 ⁹
Yes	Yes	Yes	Yes	Not explicitly	Yes	N/A	Yes ⁶	No	\$7,500 ¹⁰

⁷Includes source

⁸Includes PC PROBE

⁹Plus \$395 for performance analysis

¹⁰Requires MDS system

It protects the debugger from getting depth-charged by the user's bug-ridden programs.

Once the resident part of the debugger gets loaded into the Submarine, the debugger is out of sight—silent running, so to speak. But if the program should stray into dangerous waters, the "Torpedo" switch will stop it so the user can "dive" into the debugger. (Actually, Data Base Decisions calls it a break-out switch, but we think "Torpedo" switch is more appropriate.)

The debugger itself, which is called the Periscope, helps sink destroyer bugs before they stop the code dead in the water.

All kidding aside, Periscope is a decent symbolic debugger. We didn't classify it as a hardware-assisted debugger, even though it

comes with a memory board, because it doesn't have two features that real hardware-assisted debuggers should have: real-time trace and hardware breakpoints. However, the Submarine and the break-out switch are fringe benefits that other symbolic debuggers in its price range do not have.

SYMD Symbolic Debugger (D + V Systems). SYMD is really a clone of IBM DEBUG that also includes support for symbols plus three key enhancements: real-number support, a back trace of previous instructions, and a built-in profiler.

Programmers who are using a compiler that supports the 8087 numeric coprocessor directly (or emulates the 8087) will like SYMD's real-number support. With it, the contents of REAL variables can be

changed. The SYMD debugger supports the three most popular real-number formats: IEEE 8087 double precision, IEEE 8087 single precision, and Microsoft format.

SYMD's back trace feature allows it to display the most recent 255 instructions. This is a useful feature that lets the user review the events that lead up to a problem. However, a price is paid for this power: while in back-trace mode, the executing program runs much slower than normal. This is in contrast to hardware-assisted debuggers, which provide a program trace in real time.

Finally, SYMD contains a nifty built-in profiler that helps answer the question, "Why is this program running so slowly, and where is it spending all of its time?" The pro-

DEBUGGERS

filer has two sampling modes: by trace and by timer interrupt. Even though this is not as complete as the performance-analysis software offered with PC PROBE (as a \$395 option), the SYMD profiler is included in its \$125 purchase price. As such, it's a real bargain.

BUGSCREEN (RDT Software). **BUGSCREEN** is a different breed of ani-

mal than the other debuggers in this article. It's like a mongrel—not really a poodle and not really an Irish Setter—but it is a debugger that a programmer could learn to love with a little time.

This half-breed is really an assembly language debugger, and part of it must actually be linked to the assembly code. But **BUGSCREEN**

has so many of the features of symbolic debuggers that we decided to categorize it as such.

Because **BUGSCREEN** is linked to code, it can use all the symbols in a program, not just the public symbols. It even has a window that shows the source listing (complete with comments) with the current instruction highlighted.

Programmers who debug IBM or Microsoft Macro Assembler code should look closely at **BUGSCREEN**. Those who use a high-level language should forget **BUGSCREEN**.

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HIGH-LEVEL LANGUAGE DEBUGGERS

Soft-Scope (Concurrent Sciences). **Soft-Scope** is a truly new variety of debugger, a pure high-level language debugger. With it a programmer can debug the same code he wrote, not an assembly language translation of it. Throw out that macro assembler reference manual.

So why doesn't everyone buy a copy of **Soft-Scope** and quit looking at MOVs and POPs? Well, it's not quite as easy as that.

Soft-Scope is a generic high-level language debugger that is not tied to a specific language or compiler, but it does require the use of a compiler that generates Intel-style detailed debugging records in its .OBJ files. Those Intel languages require a special environment, such as the iRMX 86 operating system or UDI (Universal Development Interface), in which to run. Worse yet, Intel languages are very expensive. **SOFTWARE SOURCE PROBE** (ATRON).

This debugger is an enhanced version of ATRON's **SOFTWARE PROBE**. The main difference between it and **SOFTWARE PROBE** is that **SOFTWARE SOURCE PROBE** displays source code on the debugger screen, instead of unassembled assembly language instructions. It also allows source code to be edited during the debugging session.

How is this different from what **Soft-Scope** does? First, with **SOFT-**

WARE SOURCE PROBE, the user must give the name of a source file for each module name in his program's link map. SOFTWARE SOURCE PROBE uses this information to associate

PDT-PC's main claim to fame is that every operation is lightning fast. It disassembles code faster than any of the other debuggers tested.

lines of code in the source program with line-number information in the link map. Supplying this information could be quite tedious, except that ATRON has provided such first-class macro support that the user can build a macro to automate the entire process.

Second, because SOFTWARE SOURCE PROBE operates on .EXE or .COM files that do not contain the full complement of debug information, it does not support the manipulation of local variables and local procedures. This means that the debugger cannot be made to refer to local variable "i" unless "i" is declared public.

HARDWARE-ASSISTED DEBUGGERS

PDT-PC (Answer Software). PDT-PC is our pick of the hardware-assisted debuggers for two reasons. It has a fast, programmer-friendly user interface, and costs about half as much as its most serious competitor.

PDT-PC's main claim to fame is that every operation is lightning fast. It disassembles code faster than any of the other debuggers tested.

Its user interface is amazingly simple and easy to remember. A command bar always appears in the middle of the screen. Code above

the command bar is actually a trace of instructions that have already executed. Code below the command bar contains unassembled instructions that have yet to execute. To move through the trace, or through the unexecuted code, use the cursor keys. Better yet, the PgUp and PgDn keys can be used. This simple approach eliminates the need for the verbose commands that the other hardware-assisted debuggers use to accomplish the same thing.

PDT-PC uses the PC's memory for the debugger code and symbol space. Although not as secure as having protected memory on the debugger board itself, this cost-cutting measure allows Answer Software to sell the PDT-PC for much less than its competition.

PC PROBE (ATRON). PC PROBE, the big brother of SOFTWARE PROBE, has several features that make it the hands-down choice for debugging tough systems-software problems. For the programmer who wrestles daily with operating systems, multitasking software, loaders, device drivers, or interrupt handlers, PC PROBE may be the right choice, in spite of its cost.

For most people, \$2,495, plus an extra \$395 for the performance-analysis software (which PDT-PC includes at no extra charge), seems like a lot to pay. But remember, time is money; it's easy to waste \$2,500 worth of time by using primitive debugging tools.

SOURCE PROBE (ATRON). SOURCE PROBE combines the features of SOFTWARE SOURCE PROBE and PC PROBE, making it both a high-level language debugger and a hardware-assisted debugger. It does, however, add another noteworthy feature that none of the other debuggers in this survey includes.

The added feature is the ability to display the contents of the real-time trace buffer as lines of source code instead of assembly language instructions. The trace buffer often contains clues to what happened just prior to a program crash. See-

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DEBUGGERS

ing the clues as source statements instead of as unassembled code can speed up detective work.

IN-CIRCUIT EMULATORS

ICE-88 (Intel). We have only one thing to say about ICE-88: don't use it unless you absolutely must. It's a poorly documented, extremely complex product that was devel-

oped in the bowels of an Intel R & D lab to help solve the deep, dark mysteries of hardware and software interaction.

Earlier in our careers, we had many occasions in which to use ICE-88's twin brother, ICE-86, while debugging Intel's real-time iRMX 86 operating system. Our emotions often alternated between cries of

joy—when some obscure feature of ICE helped us crack a bewildering bug that prevented our software from running on prototype hardware—to screams of pain—as ICE tortured us with its wordy command structure and its snail's-pace loading of programs.

In today's world of personal computers, a programmer is just as well off with a good hardware-assisted debugger. They are less expensive, easier to use, and provide all the debugging power that 99 percent of PC software developers need. Leave the in-circuit emulators to the people at Intel and to others like them. They are the only ones

Such a wide variety of debuggers is now available that programmers need to choose them the same way serious writers choose their word processors.

who need the extra power bad enough to put up with all of the disadvantages.

MORE ON THE HORIZON

It's an exciting time for PC debuggers. A year ago there were only two or three. Today, this article surveys 19 of them. And new debuggers with even more powerful features will probably be showing up in the marketplace in the very near future.

Even though choosing from among these new products is difficult, this onslaught of new debuggers can only be good news for all programmers. Instead of a single debugger, IBM DEBUG, there are debuggers for every need and every

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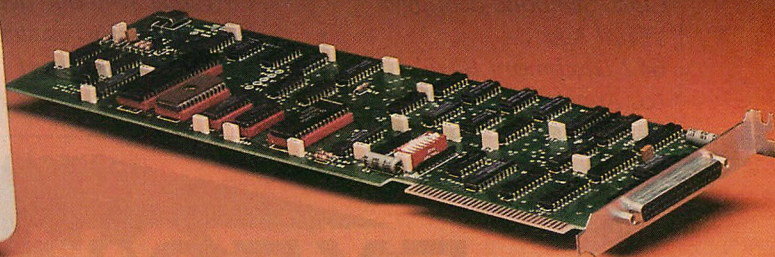
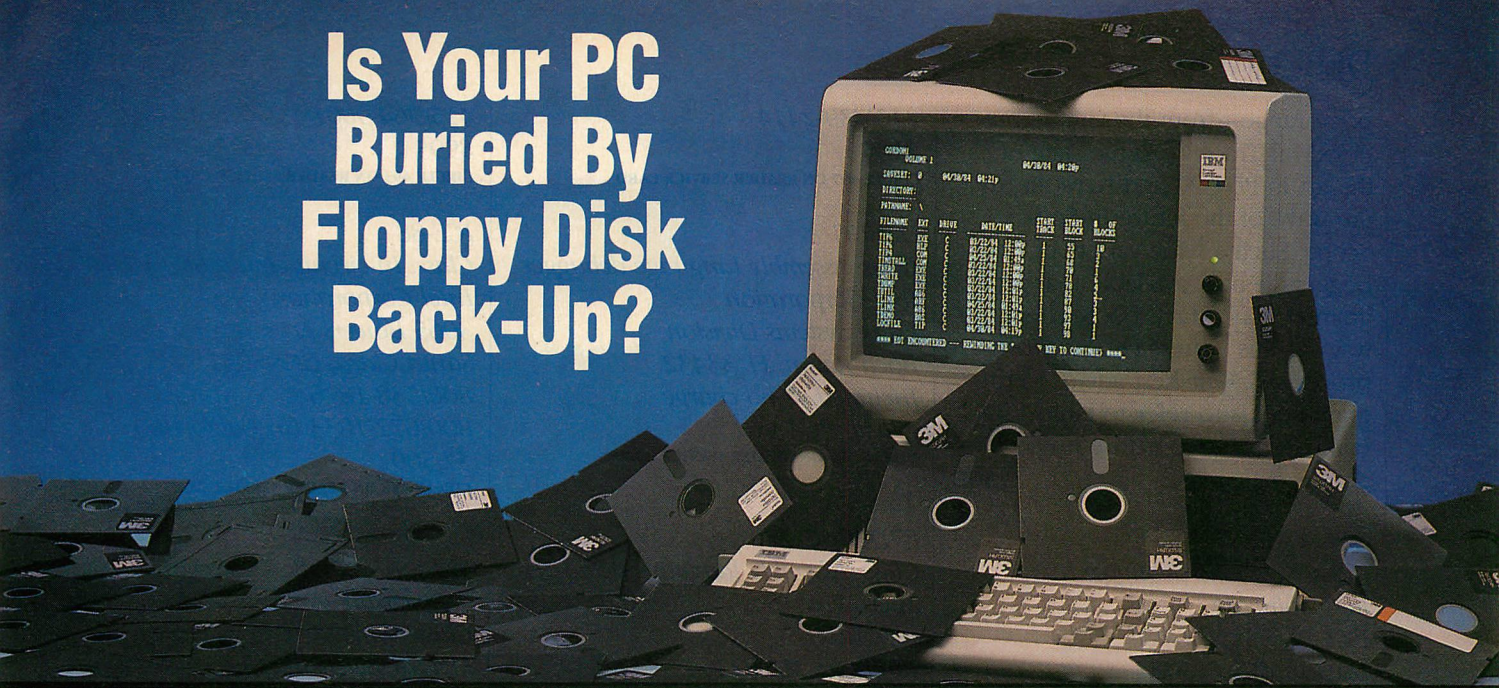
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DEBUGGERS

price range—from the simple but powerful Trace86, to the state of the art in PDT-PC and PC PROBE, to the wave of the future in Soft-Scope. Such a wide variety of debuggers is now available that programmers need to choose them the way serious writers choose word processors. Our best advice to programmers is to refer to table 1 and compare features before buying a debugger.

BUGSCREEN

Class: Symbolic debugger

RDT Software

P.O. Box 3216

Lawton, OK 73502

405/536-2078

\$95

CIRCLE 490 ON READER SERVICE CARD

CodeSmith-86

Class: Symbolic debugger

Visual Age

642 Larchmont Blvd.

Los Angeles, CA 90004

213/439-2414

\$145

CIRCLE 497 ON READER SERVICE CARD

DEBUG

Class: Assembly language debugger

IBM Corporation

Entry Systems Division

Boca Raton, FL 33432

Included at no charge

with PC-DOS

CIRCLE 500 ON READER SERVICE CARD

87DEBUG

Class: Assembly language debugger

MicroWay, Inc.

P.O. Box 79

Kingston, MA 02364

617/746-7341

\$150

CIRCLE 498 ON READER SERVICE CARD

GeneScope

Class: Symbolic debugger

Genesis Microsystems

196 Castro Street

Mountain View, CA 94041

415/964-9001

\$995

CIRCLE 493 ON READER SERVICE CARD

ICE-88

Class: In-circuit emulator

Intel Corporation

3065 Bowers Avenue

Santa Clara, CA 95051

800/538-1876

800/672-1833 (in California)

\$7,500

CIRCLE 486 ON READER SERVICE CARD

Mylstar Symbolic Debugging Program

Class: Symbolic debugger

Mylstar Electronics Inc.

165 West Lake Street

Northlake, IL 60164

312/562-7400

\$125

CIRCLE 494 ON READER SERVICE CARD

PC-Test

Class: Assembly language debugger

A.J.M. Associates

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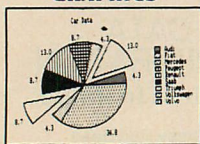
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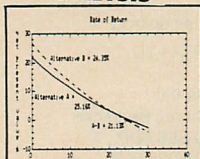
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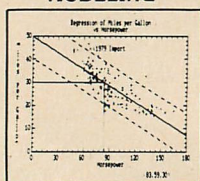
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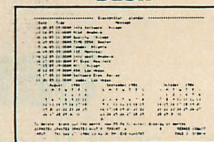
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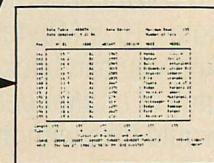
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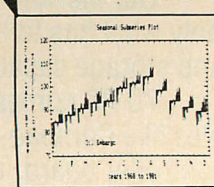
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CIRCLE NO. 135 ON READER SERVICE CARD

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San Jose, CA 95154

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CIRCLE 495 ON READER SERVICE CARD

PDT-PC

Class: Hardware-assisted debugger

Answer Software Corp.

20863 Stevens Creek Blvd., B2-C

Cupertino, CA 95014

408/253-7515

\$1,775

CIRCLE 487 ON READER SERVICE CARD

Periscope

Class: Symbolic debugger

Data Base Decisions

14 Bonnie Lane

Atlanta, Georgia 30328

404/256-3860

\$295

CIRCLE 489 ON READER SERVICE CARD

Pfix86

Class: Assembly language debugger

Pfix86Plus

Class: Symbolic debugger

Phoenix Computer Products

Corporation

1416 Providence Highway

Suite 220

Norwood, MA 02062

617/769-7020

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\$395 (Pfix86Plus)

CIRCLE 496 ON READER SERVICE CARD

Soft-Scope

Class: High-level language debugger

Concurrent Sciences

P.O. Box 9666

Moscow, ID 83843

208/882-0445

\$995

CIRCLE 488 ON READER SERVICE CARD

SOFTWARE PROBE, \$295

Class: Symbolic debugger

SOFTWARE SOURCE PROBE, \$395

Class: High-level language debugger

PC PROBE, \$2,495

Class: Hardware-assisted debugger

SOURCE PROBE, \$395

Class: Hardware-assisted and high-level language debugger

ATRON

20665 Fourth Street

Saratoga, CA 94041

408/741-5900

CIRCLE 492 ON READER SERVICE CARD

SYMD

Class: Symbolic debugger

D+V Systems

400 Amherst Street

Nashua, NH 03063

603/881-7140

\$125

CIRCLE 491 ON READER SERVICE CARD

Trace86

Class: Assembly language debugger

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Data General D200	Lear Siegler ADM-3A
Datapoint 3601	Lear Siegler ADM-5
DEC VT52	TeleVideo 910
DEC VT102	TeleVideo 925
Hazeltine 1400/1410	TeleVideo 950
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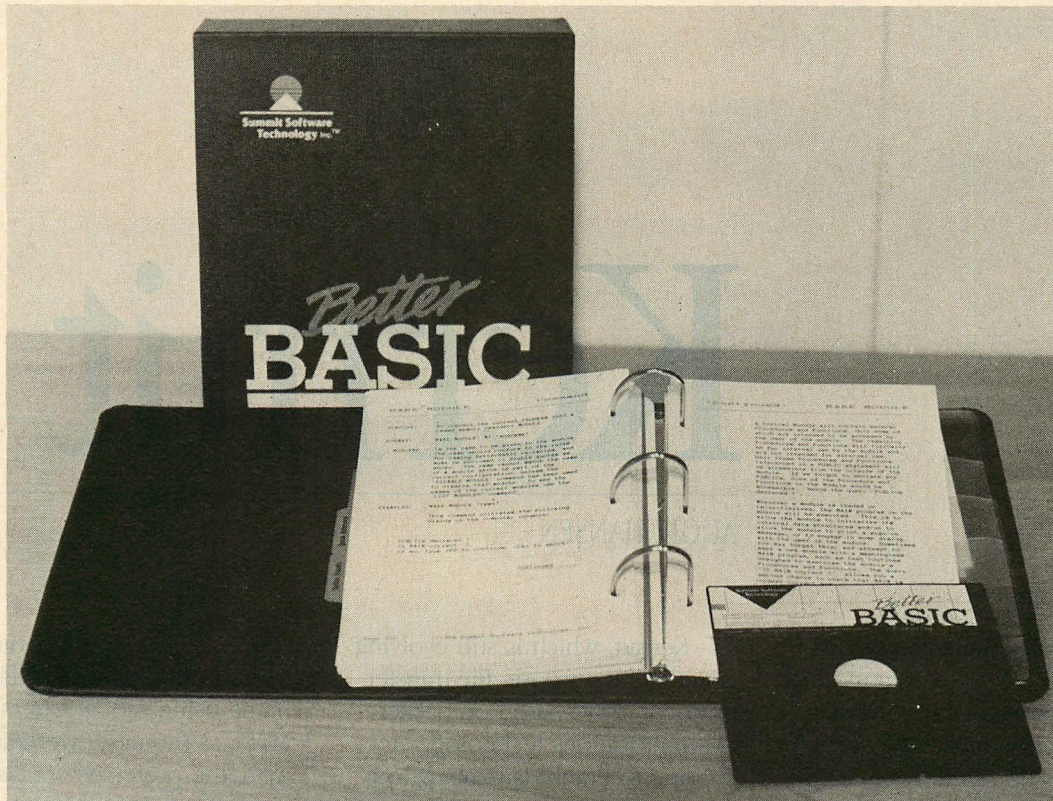
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Kermit

AUGIE HANSEN

In the 1960s, the primary concern of most colleges and universities was to stay solvent while trying to educate the masses of students who filled these institutions to overflowing. During these years, draft cards were regularly burned, and millions of Hollerith cards were folded, stapled, and mutilated beyond recognition. Somehow, both the students and the institutions survived, and they now face new and, in some ways, even greater challenges in the 1980s. The latest challenge may well be in communications.

Anyone involved in computer and communications systems on university campuses has seen the problem firsthand. Large mainframe systems in computation centers and minicomputers and personal computers in every nook and cranny need to share data. Each computer system, however, has its own way of doing things and often its own special "language." A common way of transferring data is needed, and Columbia University and other universities around the world have been working diligently to provide it.

Kermit, which is still evolving, is a general-purpose, file-transfer protocol (FTP) based on packet-communications technology. According to Frank da Cruz, who is the guiding light for this project, the name *Kermit* is used with per-

M*any people believe that Kermit is a technical success and that it will stand tall for a long time to come.*

mission of Henson Associates, creators of the frog puppet of that name. Daphne Tzoar, who programmed the MS-DOS version (among other versions), tried to come up with a definition for this nonacronym. Thus, the phrase "KL10 Error-free Reciprocal Micro Interconnect over TTY-lines" is buried in the comment block at the start of the assembly language

source. Although the writers of some of the manuals spell the name using capital letters (KERMIT), as though it were an acronym, the preferred spelling uses only a capital K, as in Kermit.

Kermit has been placed in the public domain, which helps to insure its success by making it widely available; to be accepted as more than a mere curiosity, however, Kermit has to be a technical success as well. Many people believe that it is such a success and that it will stand tall for a long time to come.

ADVANCED FEATURES

The Kermit protocol is not tied to any particular machine, architecture, programming language, or transmission medium. It is equally at home on micros, mainframes, and everything in between. It is aptly described as a portable protocol by its developers.

By using a trick called *eighth-bit quoting*, which enables binary files to be transferred as if they contained pure ASCII text, Kermit accommodates many types of host computer systems, including those

A general-purpose file-transfer protocol, developed on college campuses, now is graduating into the real world.

that insist on using the high bit of a byte (character) for parity.

Directory (multiple-file) transfers are possible with most Kermit implementations because the protocol sends the file name as part of the data sequence. Ambiguous file names, those containing wildcard characters such as the "?" and "*" of MS-DOS, may be used to send and request groups of files. File-name transformations are performed, if necessary.

For example, a file name in UNIX may be as long as 14 characters, and the dot (.) is considered as just an ordinary character; unlike in MS-DOS, file names are not required to have a name part and an optional extension part separated by a dot. Therefore, when a file is sent from UNIX to an IBM PC, Kermit may have to modify the file name to make it acceptable to PC-DOS. It does so by truncating long names and, in some cases, by creating unique names to avoid overwriting an existing file.

Most Kermit implementations have a REMOTE command to permit commands to be sent to a

remote system operating in the Server mode. Only a few Kermits currently support the Server mode, but this capability will be added to more versions as time and experience demonstrate its value.

An important aspect of any communications protocol is its ability to detect and correct errors, both in the transmitted data and in overall operation. Kermit exhibits intelligent error-recovery capabilities for most situations, including line hang-up, stopping at either end of the path (because of lost power, for instance), and disk- or directory-full conditions. Kermit uses one of three types of packet verification, from a single-byte checksum to a three-byte CRC. The verification method is selectable by the user.

DESIGN CONSIDERATIONS

The complexities that are associated with data communications can be overwhelming, even to relatively experienced users. Compatibility problems often occur because of the great diversity of computer systems. Noise, distortion, and just plain foul-ups on less-than-perfect

transmission lines also occur. In addition, of course, operational errors, attributable to users, must be dealt with. Some of the problems faced by the designers of Kermit and their attempts to solve these problems are described below.

Because of the wide range of computers, operating systems, and transmission media with which the program must interact, Kermit is designed to be flexible. No single convention will work in all cases, so there are several variations on the central theme. The XMODEM protocol, although quite useful, is rigid and not applicable in many situations—for example, data cannot be transmitted over data paths that are limited to seven data bits plus a required parity bit. Kermit allows variations to accommodate this and many other variable characteristics of diverse end-to-end systems. Two Kermit systems agree in advance, via *send-init packets*, on

Augie Hansen, who is a contributing editor to this magazine, owns Omniware, a Denver-based software development and training company. He writes frequently about communications products.

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which capabilities each can use effectively, in addition to agreeing on the use of various time-out periods, padding and termination characters, packet lengths, etc.

To keep the speed of communications as high as possible within the limitations of the physical link, Kermit uses a rudimentary form of data compression and a quoting mechanism for special characters; both ends of the link must have these capabilities.

A repeat count, which may be as large as 94, is used to compress multiple occurrences of the same character. Longer runs of a character must be broken into chunks of 94 or fewer characters to be sent correctly. Such runs occur most often in executable program files, typically as a result of reserved buffer space that is set to all zeros or some other value. Such files benefit most from this type of compression.

Quoting has the opposite effect: it increases the size of a transmitted file, because extra bytes are used to permit nonprinting or non-ASCII characters to be passed by seven-bit-only physical links. Many main-frame systems, including IBM's, require that the high bit in every byte be used for parity. It cannot be ignored or used for some other purpose, so a means of circumventing this limitation is needed.

Rather than convert an entire binary file to printable ASCII form, Kermit converts only those characters that are not printable, leaving all others unchanged. Thus, instead of having a 100-percent overhead for binary files, as IBM's Asynchronous Communications Support package does, Kermit will get by with the smallest possible overhead, typically less than 50 percent. Physical paths that permit a full eight bits of data should never use eighth-bit quoting in order to avoid the unnecessary overhead.

Maintaining data integrity between computer systems over typical voice-grade lines is indeed a

FIGURE 1: *The Open Systems Interconnection Reference Model*

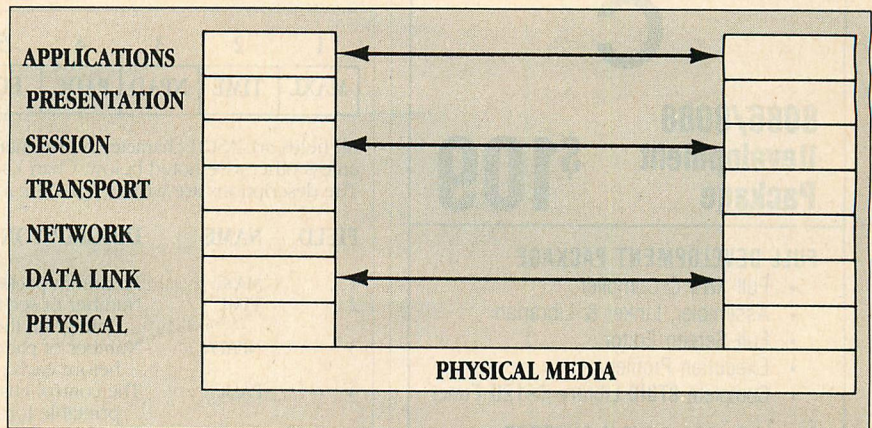
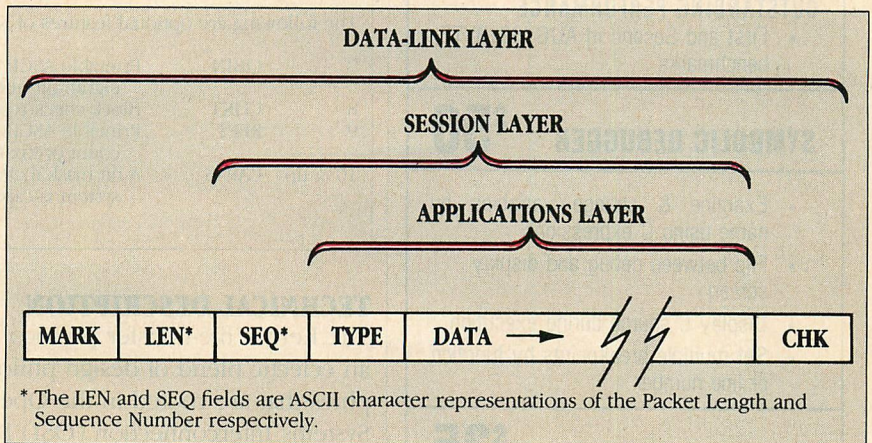


FIGURE 2: *Kermit Packet Format*



challenge. Kermit's use of relatively short packets and adjustable repeat and time-out values strikes a good balance between control overhead and data-transmission efficiency. Longer packets would tend to increase the overall efficiency over good paths, but frequent retransmission over bad paths would quickly negate that gain.

Within packets, Kermit allows one of three error-detection methods: 1- or 2-byte checksums or a 3-byte representation of the 16-bit Cyclical Redundancy Check (CRC-CCITT). Not all systems implement all of these methods, so the local and remote systems must agree in advance on which one to use. The Telios package, for example (see "Telios" in this issue, page 124),

handles the two checksum methods, but not the CRC method.

In addition to transferring files, people using a local system need to be able to list data—including file names and contents—regarding files on the remote system. A server system, according to Kermit, is one that receives commands in packet form and runs them as if the commands were typed directly by a user on the remote system. This permits remote command execution, which enables a user on a local Kermit system to gain considerable control over the remote system's operation and to query it for needed data. As mentioned previously, some (but not all) Kermit implementations may be placed in the Server mode of operation.

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FIGURE 3: The Send-Init Packet Data Field

1	2	3	4	5	6	7	8	9	10
MAXL	TIME	NPAD	PADC	EOL	QCTL	QBIN	CHKT	REPT	CAPAS...

All fields are ASCII character representations of numeric values using char() unless otherwise noted below. Char() adds 32 (ASCII space) to the numeric value. The descriptions are written from the *local* perspective.

FIELD NAME DESCRIPTION

1	MAXL	Maximum packet length acceptable (<=96)
2	TIME	Number of seconds remote system should wait before timing out the local system while awaiting a packet
3	NPAD	Number of padding characters the remote should send before each packet
4	PADC	The control character to use for padding, converted to a printable form by ctl(), which XORs the numeric value with 64 to preserve the high bit—this field is ignored if NPAD (field 3) is 0
5	EOL	Character the remote should send to terminate a packet
6	QCTL	Printable ASCII character the local system will send to quote control characters

The following are optional features of Kermit:

7	QBIN	Printable ASCII character local system wants to use for eighth-bit quoting—several options available
8	CHKT	Block check type (checksum-1, checksum-2, or CRC)
9	REPT	Printable ASCII character local system will use to do repeat count prefixing if remote agrees
10 & up	CAPAS	A bit mask that indicates which Kermit capabilities the local system is capable of using

TECHNICAL DESCRIPTION

The Kermit file-transfer protocol is an eclectic blend of design philosophies that are rooted in the Open Systems Interconnection (OSI) Basic Reference Model and related ANSI standards. Kermit is intended to be used only for point-to-point, character-oriented communications over serial data paths.

Figure 1 portrays the OSI Basic Reference Model, which is organized into seven layers. The three horizontal lines represent peer-level communications that are specifically addressed in the design of the Kermit packet.

As figure 2 shows, the applications layer is the one in which the file transfer appears to take place. It is the layer closest to the user and the one that is, therefore, most visible. Its concern is the type (TYPE field) of data being transferred and the data (DATA field) itself.

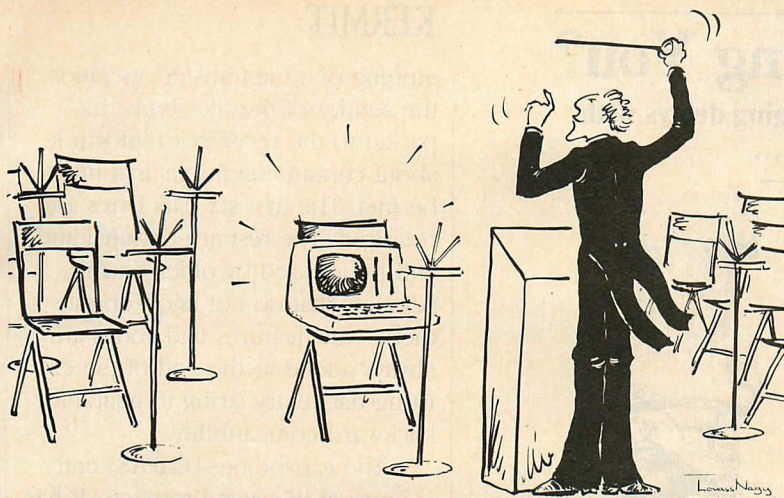
The Reference Model's session layer uses the packet-sequence

number (SEQ field) to ignore duplicate packets, if any are sent, and to request packets that are missing. When Kermit is run in a verbose or debugging mode, messages to the user describe what is happening at this level, but no action may be taken by the user, other than terminating the transfer prematurely.

The data-link layer comprises the MARK, LEN, and CHK fields of the packet and has the weighty responsibility of ensuring the safe and accurate delivery of the packet to the receiver.

Several layers either operate invisibly or do not participate at all in Kermit file transfers. The physical layer is the underlying hardware and circuit that connects the local and remote systems. For point-to-point transfers, the network and transport layers play no active role; they are therefore bypassed.

Figure 3 shows the contents of the data field of a packet, in this case the send-init packet. At the be-



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XASM51	8051	200.00	250.00
XASM65	6502/65C02	200.00	250.00
XASM68	6800/01, 6301	200.00	250.00
XASM75	NEC 7500	500.00	500.00
XASM85	8085	250.00	250.00
XASM400	COP400	300.00	300.00
XASMF8	F8/3870	300.00	300.00
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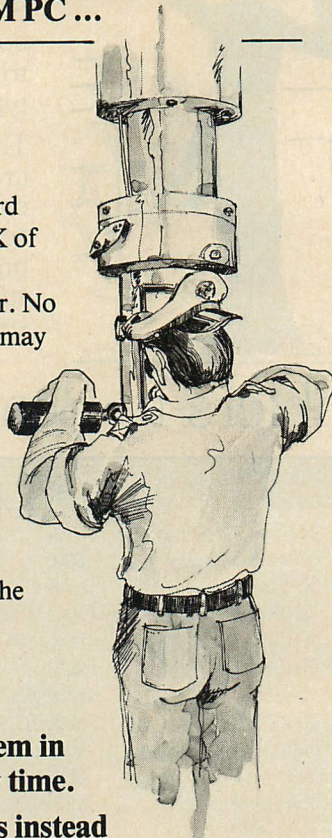
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gining of a file-transfer operation, the sender of the file sends this packet to the receiver to inform it about certain conditions that must be met. The first six data bytes are required. The rest are optional and will be ignored by older Kermit versions that do not know about them. New features and codes are always added to the end of the existing data-entry string to guarantee backward compatibility.

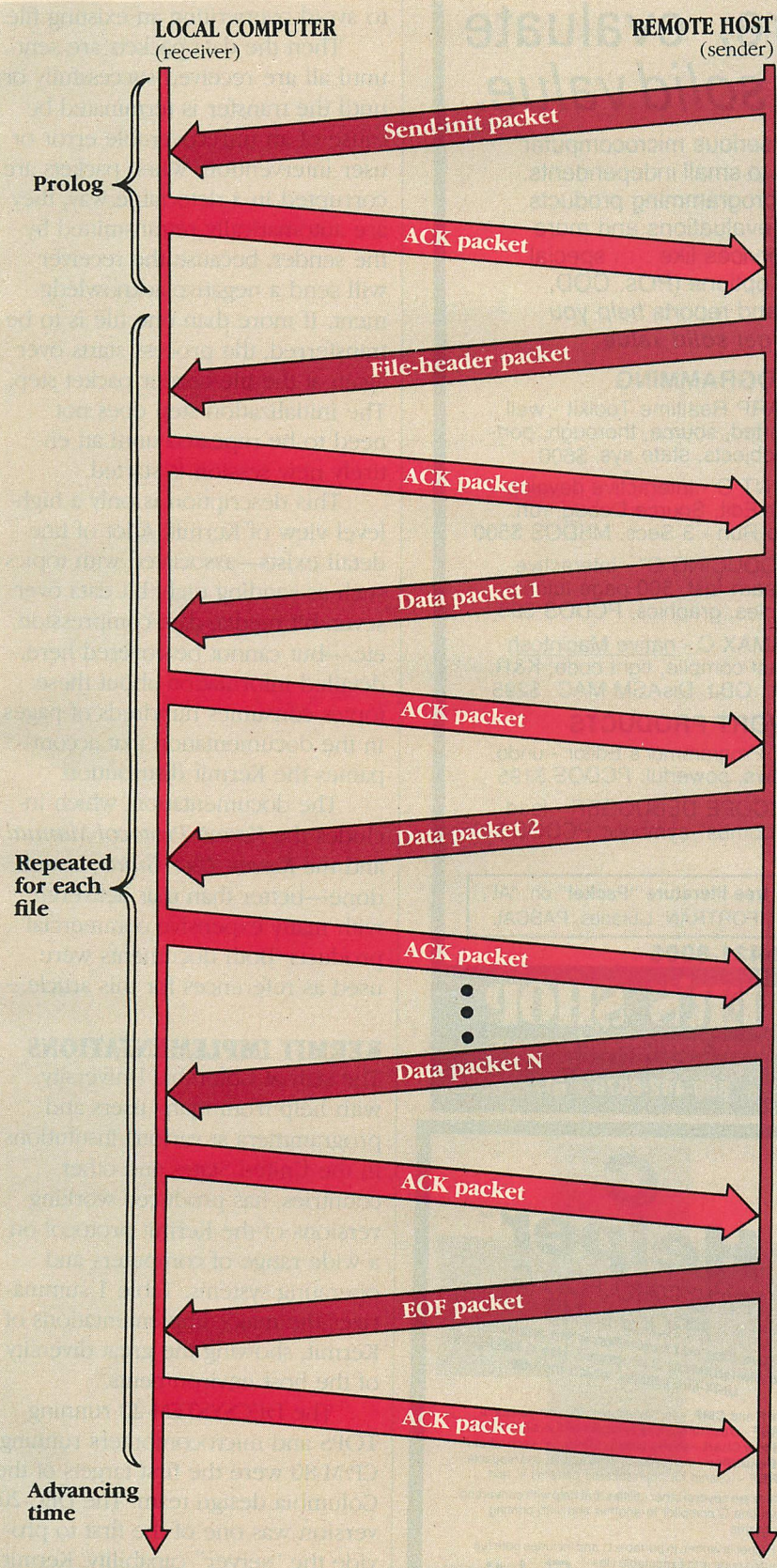
The capabilities (CAPAS) entry is unusual in several respects. It has no fixed length. If bit 0 in any byte of the string contains a 1, another byte follows. If that bit contains a 0, it is the last byte in the capabilities mask. A capability assigned to that position in the aggregate mask is supported if the bit is a 1 and is not supported if the bit is a 0.

A sample Kermit file transfer is depicted in a transaction diagram in figure 4. For simplicity, it is assumed to be a successful transfer. After the local and remote systems have agreed to transfer a file or a group of files, the sender, in this case the remote system, sends to the file receiver a send-init packet that contains the information just described. The receiver sends an acknowledge packet with similar information in its data field.

The minimum set of capabilities acceptable to both sender and receiver is used for the transfer. As an example, if one system can handle CRC block checking but the other cannot, a single-byte checksum will be used by default. Other Kermit features supported by some implementations but not others are handled in similar ways.

After the preliminary exchange is completed, the sender transmits one packet at a time and awaits an acknowledgment from the receiver. The first packet of a file transfer contains the file's name on the sending end. The receiver can acknowledge the packet and can optionally indicate in the data field the name by which it intends to store

FIGURE 4: Transaction Diagram for a Kermit File Transfer



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the file on the receiving end. This may be done by some systems if a name is changed to make it legal or to avoid overwriting an existing file.

Then the data packets are sent until all are received successfully or until the transfer is terminated because of an unrecoverable error or user intervention. When packets are corrupted in a detectable way, they are automatically retransmitted by the sender, because the receiver will send a negative acknowledgment. If more than one file is to be transferred, the process starts over again at the file-header packet step. The initialization step does not need to be repeated until an entirely new session is started.

This description is only a high-level view of Kermit. A lot of fine detail exists—associated with topics such as sending eight-bit data over seven-bit media, data compression, etc.—but cannot be covered here; detailed information about these topics consumes hundreds of pages in the documentation that accompanies the Kermit distribution.

The documentation, which includes the *Kermit Protocol Manual* and the *Kermit User Guide*, is well done—better than that delivered with many expensive commercial products. Both documents were used as references for this article.

KERMIT IMPLEMENTATIONS

The staff at Columbia University, with help from many users and programmers at various institutions in the United States and other countries, has produced working versions of the Kermit protocol on a wide range of computers and operating systems. Table 1 summarizes the major implementations of Kermit, showing the great diversity of the host environments.

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TABLE 1: Kermit Implementations

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DECSYSTEM-20	TOPS-20	MACRO-20
IBM 370 Series	VM/CMS, MTS	IBM Assembler, Pascal
CDC Cyber 170	NOS	FORTAN-77
Univac 1100	EXEC	EXEC Assembler
Honeywell	MULTICS	PL/1
PRIME	PRIMOS	PL/1
VAX-11-series	VMS	BLISS-32, MACRO-32
	UNIX	C
PDP-11	RT-11	OMSI Pascal
	RSX-11, RSTS/E	MACRO-11
	UNIX	C
Sun	UNIX	C
Data General	AOS	Ratfor
HP3000, Univac, etc.	Software Tools	Ratfor
Terak, HP-98xx	UCSD p-System	UCSD Pascal, Macro-11
8080/8085/Z80	CP/M-80	Digital Research ASM
8086/8088	MS-DOS, PC-DOS	Microsoft MASM
	CP/M-86	Digital Research ASM86
Apple II (6502)	Apple DOS	DEC-10/20 Cross-assembler
Atari Home Computers	Atari DOS	Action!

is available for machines running UNIX (PDP, VAX, Sun) and for a range of personal computers. New implementations are being written

After the preliminary exchange is completed, the sender transmits one data packet at a time and then awaits an acknowledgment from the receiver.

continually, and several versions run on the IBM-PC family of computers as well as on many of the compatibles that run either MS-DOS or PC-DOS.

Much of Kermit's usefulness derives from its extensive set of commands for both local and remote operation. Table 2 is a condensation of the Kermit command descriptions. The options to the SET command are described in table 3. The minimum configuration

of Kermit has at least the SEND and RECEIVE capabilities and often includes the CONNECT terminal emulation. The MS-DOS version (KERMIT-86) has these commands plus GET, the program management commands, a STATUS command (instead of SHOW), and subsets of the REMOTE command and SET options. It also has several new SET options (see table 4).

USER EXPERIENCE

Kermit is fussy about parity, because it is designed to use eight data bits if they are available or seven data bits and the quoting mechanism if normal parity cannot be disabled. If the parity settings are not right on both the local and the remote systems, Kermit will display error messages. Some experimentation may be required to find the correct settings.

Kermit is powerful and flexible, but may be a bit overwhelming for new users. It is necessary to learn a layer of operation and control beyond that of the base program if the Kermit component of a multi-purpose communications product, such as Telios, is being used. The command syntax and operation, however, should be familiar across



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KERMIT

a range of products that will soon incorporate Kermit.

I did not have access to a system that runs Kermit in the Server mode so I was unable to test those features. The rest of the features of Kermit worked, with practice, as described in the documentation.

WHO'S USING KERMIT?

Initially, the user base for Kermit was people involved in noncommercial applications, such as university faculty, staff, and students, as well as government agencies, which often work closely with universities.

Commercial users are now getting into the act. The Genasys Telios program has used Kermit for about a year, and other manufacturers, such as Microstuf (Crosstalk XVI), talk of adding Kermit. Columbia University encourages suppliers to add Kermit to their offerings—as long as doing so does not significantly increase in the retail price.

Kermit is distributed on nine-track magnetic tape in several formats (see table 5). The complete distribution on tape costs \$100, and printed documents are \$5 each. The tape distribution includes one hard copy of each manual in addition to the text on tape, mostly in the SCRIBE source format. The product can be ordered from:

Kermit Distribution
Columbia University Center for
Computing Activities
7th Floor, Watson Laboratory
612 West 115th Street
New York, NY 10025


Specify in a letter exactly which items are being purchased. There is no floppy-disk support of any kind. Microcomputer versions must be bootstrapped from a host that has magnetic-tape facilities or copied from a microcomputer system that already has Kermit in floppy format. The programs and documentation may be distributed freely to anyone, although the developers ask that Kermit be used only for peaceful and benevolent purposes. 

TABLE 2: *Kermit Commands*

BASIC COMMANDS

SEND	Send one file or a group of files
RECEIVE	Expect file(s) to arrive
GET	Request file(s) from a remote Kermit

PROGRAM MANAGEMENT COMMANDS

EXIT	Clean up and leave Kermit
QUIT	Leave Kermit without cleaning up
PUSH	Preserve the current environment and enter the system command processor
TAKE	Read and execute Kermit program commands from a file
LOG	Specify a log file

TERMINAL EMULATION COMMANDS

CONNECT	Emulate a dumb terminal at the local Kermit point (has "escape" for executing local system commands)
---------	--

SPECIAL USER-MODE COMMANDS

(valid only when talking to a "server")

BYE	Log out of a session with the server Kermit
FINISH	Leave remote server level but retain Kermit-to-Kermit connection

COMMANDS REQUIRING OBJECTS

PREFIXES:

REMOTE	Ask for a service at the remote Kermit point
LOCAL	Perform a service locally

COMMANDS:

LOGIN	Create an identity for a job or session
LOGOUT	Terminate a job or session started by LOGIN
COPY	Copy a file to another file
CWD	Change working directory
DIRECTORY	List names, etc., of file in current directory
DELETE	Delete file(s)
ERASE	Synonym for DELETE
KERMIT	Send a remote command in the remote's own syntax
RENAME	Change the name of a file
TYPE	Display the contents of file(s)
SPACE	Display space remaining in current or specified directory
SUBMIT	Submit file(s) for background (batch) processing
PRINT	Print specified file(s) on a local printer
MOUNT	Request mount of a removable storage medium
WHO	Show who is logged in in a timesharing environment
MAIL	Send electronic mail
MESSAGE	Send a terminal message
HELP	Give brief information on use of Kermit
SET	Set various Kermit parameters
SHOW	Display summary of Kermit parameter settings
STATISTICS	Display data on most recent file transfer
HOST	Pass the given command to the remote or local host for execution in its own command language
LOGGING	Open/close a remote transaction or debugging log

TABLE 3: Kermit SET Command Parameters

BLOCK-CHECK	Select 1- or 2-char checksum, or 3-char CRC
DEBUGGING	Turn on log or display of debugging data
DELAY	Start-up delay a remote Kermit allows before sending a Send-int packet
DUPLEX	Select full- or half-duplex operation
EIGHT-BIT-PREFIXING	Turn on eighth-bit prefixing
END-OF-LINE	Specify line terminator character for packets
ESCAPE	Specify "escape" character for terminal emulation
FILE	Tell Kermit about a file's attributes (text/binary/etc.)
FLOW-CONTROL	Set XON/XOFF, DTR/CTS, or other flow control mechanism on or off (for full-duplex only)
HANDSHAKE	Specify line-turn-around signal or other "agreements"
LINE	Specify line or device designator for the connection
LOG	Specify a local transaction-log file
MARKER	Specify the start-of-packet marker (default = SOH)
PACKET-LENGTH	Specify maximum packet length (96 or less)
PADDING	Pad character and number to be sent before packet (usually none required)
PARITY	Specify NONE, ODD, EVEN, MARK, or SPACE
PAUSE	Delay needed before sending a packet after receipt of a previous packet (usually 0)
PREFIX	Change default prefix
PROMPT	Set system's Kermit prompt
REPEAT-COUNT-PROCESSING	Change the default for repeat-count processing
RETRY	Set maximum times to attempt to send or receive a packet before giving up
TIMEOUT	Set maximum period to wait for a given packet attempt

TABLE 4: Functions Included in KERMIT-86

BACKARROW	Select "backspace" or "delete" for the backarrow key
BAUD	Select 300-9,600 baud transmission rate
BELL	Enable/disable the terminal bell
FILE-WARNING	Warn user of file naming conflicts
HEATH-19	Interpret H19 screen control codes
IBM	Set parameters for communications with IBM mainframe hosts
INCOMPLETE	Set incomplete file treatment (KEEP or DISCARD)
LOCAL-ECHO	Select remote or local echoing
PORT	Set or change port for use by CONNECT

TABLE 5: Available Nine-track Formats

SYSTEM	TAPE FORMAT	DENSITIES
TOPS-10	BACKUP/Interchange, Unlabeled	800, 1600
TOPS-20	DUMPER, Unlabeled	800, 1600
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Other	ASCII, ANSI Label, Format "D"	800, 1600

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Telios

AUGIE HANSEN

Among the many commercial communications packages available for microcomputers, Telios was one of the first to incorporate the Kermit file transfer protocol. That, however, is not its only claim to fame. Telios, from the Genasys Corporation, offers several other capabilities that microcomputer communications users have come to expect, such as data capture to disk file and to a printer, XMODEM file transfers, and command file execution.

Telios requires a minimum of 96KB RAM, at least one single- or double-sided diskette drive, and an 80-column monochrome or color monitor. Telios will work with any version of PC-DOS beginning with 1.1. Additionally, either a built-in modem or a serial communications port cabled to an external modem is required for its use.

Provision is made for a PC running Telios to be wired directly to a host. A maximum transmission rate of 9,600 baud may be used. Such a connection requires a "null-modem" cable, which is described in figure 1. Simpler but less effective

ways can be used to wire the null-modem, but they limit the amount of available control information that can be exchanged. The null-modem cable, as is suggested by its name, eliminates the need for real modems or data sets at both ends

T*elios was one of the first communications packages available for microcomputers to use the Kermit file transfer protocol.*

of the physical link, because line conditioning is not necessary over short, direct connections.

After displaying its banner screen for a brief time upon start-up, Telios displays a dialing directory screen (photo 1) that has space for 10 entries at a time. A selection may be made by pressing a func-

tion key, which invokes the related command file using the DO command to dial the desired computer and begin a session. The number of directory entries is limited only by disk space and file directory entries on disk. The names of any command files not listed on the directory screen may be viewed by pressing F10 (next page of dialing directory) by using the DIR command at the command prompt. (Command names may be input in either upper- or lower-case letters from the keyboard and in command files. In this article, commands are shown in upper-case letters and spelled out completely. At least two letters must be typed, and more may be needed in some cases to uniquely specify commands that have similar spellings.)

DATA CAPTURE

Telios incorporates an excellent large-capacity buffer that retains a record of the communications session up to the limit imposed by available memory. (Earlier versions of Telios limited the buffer to 20,000 characters.) Scrolling back

The name may conjure up Greek gods and satellites, but Telios is actually a generally reliable communications package that uses the Kermit protocol.

and forth through the retained information a line at a time (using the arrow keys) or in screen-sized pages (PgUp, PgDn), or jumping to the beginning (Home) or end (End) is instantaneous. Typing a key other than those used for buffer positioning causes a jump to the end of the buffer so that communications continue where they left off. A received character on the communications port has the same effect.

The standard DOS print-screen and echoing features have been retained in Telios. The commands use the DOS syntax of Shift-PrtSc to send the contents of the screen buffer to the printer and Ctrl-PrtSc to print simultaneously what is being displayed. At high line speeds (1,200 baud and up), simultaneous printing is discouraged unless the printer is fast enough to keep up with the input from the host in order to preclude data loss.

It is possible to record incoming data directly to a named disk file. The user should check for adequate available disk space before beginning the capture function, because error handling is limited. I

filled a diskette while capturing data. Telios turned off the capture mode automatically and gave a warning message, which let me know what had happened, but it made no attempt to stop the host from sending more data and did not give me the opportunity to specify another drive or insert another diskette in place of the full one. Data capture is started by the command CAPTURE and ended by the command CLOSE. Alt-t or TOGGLE is used to stop and start data capture once it is turned on. A file name and optional drive letter tells Telios where to store the received data. The current version of the program does not provide full support for path names from PC-DOS 2.0 and later versions.

FILE TRANSFERS

For receiving ASCII text from a host computer, the data capture technique described above may be used. Telios also provides for XON/XOFF and turn-around prompting methods for transferring pure text files in either direction. The usual concerns about accuracy and data

loss are associated with these techniques, so Telios provides two public domain error-checking protocols, XMODEM and Kermit.

Files of any type may be transferred between computers running software that understands the XMODEM protocol. The Telios implementation of XMODEM worked perfectly in tests with a variety of host computers. The protocol is selected by typing PROTOCOL XMODEM. Then the name of the file to be transferred is given to the host using the host's method of invoking XMODEM. Finally, the local system is told to receive (PCAPTURE [drive:]filename[.ext]) or send (PSEND [drive:]filename[.ext]) the file. A "panic" command (PANIC or Alt-p) can stop a protocol transfer at any time. Systems using only seven bits for data and one bit for parity that cannot be set to use eight data bits (parity = none) cannot use XMODEM, because it requires eight bits for transmitting data.

The Kermit protocol may be selected by using the command PROTOCOL KERMIT. The commands to send and receive files are

TELIOS

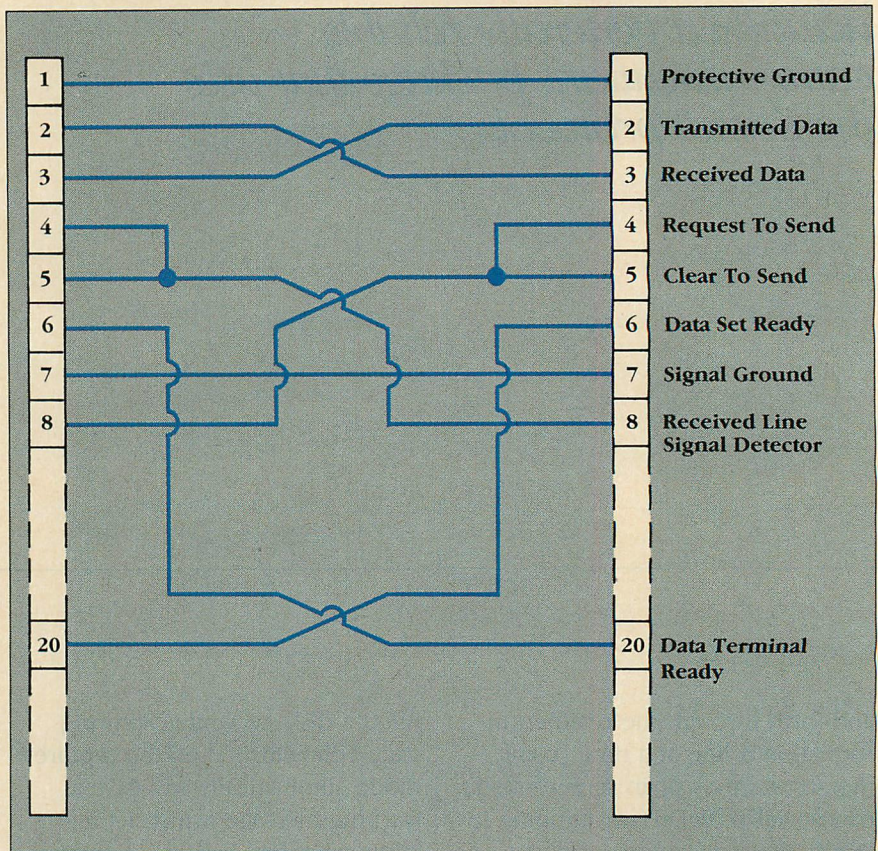
identical to those that are used for XMODEM. The Telios implementation of Kermit does not permit "directory" transfers. Only one file at a time may be named, and the name (and extension, if present) must be spelled out completely, which negates one of Kermit's primary benefits. Also, Telios is unable to communicate with a system running Kermit as a "server" host. If the host allows eighth-bit quoting and the two-byte checksum features, Telios can use them.

COMMANDS AND FILES

Table 1 lists the basic set of Telios commands and briefly describes their actions. The program has two major modes of operation: a conversation mode and a command mode. In the conversation mode, characters typed on the keyboard, except a few reserved combinations, are sent to the remote computer and those received from the host are displayed on the screen. The Alt-c combination places Telios in the command mode and prompts the user for a command on the bottom line of the screen. HELP typed in at the command prompt or Alt-h at any time displays the first of the six help frames. Continued use of Alt-h moves the user through successive help screens. After screen six, the help feature wraps back to the first screen in a circular fashion if Alt-h is pressed again. A null command (the enter key by itself) returns Telios to the conversation mode. Photo 2 shows the help screen for uploading and downloading files.

The commands listed in table 2 are those specifically designed for use in command files. They are not meaningful at the Telios command prompt. Although useful for many applications, the command set lacks some essential commands. Although Telios is able to wait for a particular character (either control or printable ASCII), it provides no way to wait for a specified string of

FIGURE 1: *The Wiring of a Null-modem Cable*



characters to be received. Also, there are no logical operators to do conditional branching. This makes it impossible to write command files that automatically respond to varying operating conditions.

An external editor, such as EDLIN, is needed to prepare command files. This must be done outside of Telios, because Telios has no built-in editor and no provision to execute DOS commands. The status screen (shown in photo 3) that summarizes the settings of the major communications parameters is invoked by typing STATUS or Alt-s. A similar summary of the current function key definitions may be obtained by typing F? or Alt-f. The SAVE command saves all of the status and key definition information in a specified file so it may be called at a later time.

Genasys has provided sample command files for accessing various

types of mainframe systems used in government and industry and one for logging on to THE SOURCE. Listing 1, SOURCE.TLS, shows most of the available commands in use for this log-on procedure and the format of the saved communications parameters and key definitions. Either of the two secondary command files, SOURCE.CM1 or SOURCE.CM2, may be selected manually via the function keys. Command files may be started automatically, as shown in the last line of the listing SOURCE.TLS.

POOR DOCUMENTATION

It is unfortunate that Telios is not better documented. Particularly disturbing is one claim in the Telios documentation that says "your PC can be . . . a Videotex terminal." Nothing could be further from the truth. Although Videotex incorporates normal text into the display

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screens it produces, its impact is lost unless the receiving terminal is able to handle its dot-addressable graphics, preferably in color.

The manual for version 2.0 is better than the version 1.1 manual in that it has a more detailed table of contents, dividers (but no tabs) separating chapters, and an appendix that summarizes all Telios commands. It still suffers from weak organization and a sparse index, however. In some cases, indexed items simply do not appear on the designated pages. One particularly irritating example is the item describing the switch settings for a Hayes Smartmodem. The item is not in the table of contents, and the index points to pages ii, iii, and I-23. There is no mention of Hayes on any of those pages. The information is actually found on page I-24.

In addition to unsupported claims of Videotex compatibility, the Telios manual writers claim intelligent terminal capability for the product, which stretches the point. In an earlier article ("High-Tech Mimicry," *PC Tech Journal*, September 1984, p. 47), I described a set of minimum capabilities a terminal or an emulation program must have to be considered intelligent. The Telios terminal is basically a dumb TTY with the ability to store data and transmit data from secondary storage (disk). That meets some, but not all, of the requirements.

GENERALLY RELIABLE

With the minor exceptions noted, Telios is a generally reliable product that is tolerant of errors. The user interface, however, is not easy to learn and use without a careful reading of the manual. Unlike some of the other communications programs I have reviewed, this one lacks an intuitive feel that would permit a user to fire it up and just experiment to find out how it works. The on-line help is not keyed to the user's situation; rather, it consists of a sequence of six

TABLE 1: The Telios Commands

AUTOLF	Enable/disable automatic linefeed
BAUD	Set transmission rate
BREAK (Alt-b)	Interrupt the current transmission or signal attention
CAPTURE	Save received data in a specified file
CHATTER	Control level of user feedback during protocol file transfers
CLOCK	Control display of current and elapsed time
CLOSE	Halt data capture to disk
COLOR	Control color setting for color adapter
DEFINE	Define the meanings of selected keys
DIAL	Dial a telephone number
DIR	Display the specified disk directory
DISCONNECT	Hang up the line
DO	Run a specified command file
ECHO	Select half- or full-duplex operation
EOF	Select binary or text style end-of-file marker
ERASE	Delete specified file(s) from disk
EXPAND	Select blank line expansion option
F? (Alt-f)	Display function key definitions
FILTER	Select received-character filtering option
FLOW	Select XON/XOFF flow-control treatment
HELP (Alt-h)	Display Telios help screens
PANIC (Alt-p)	Halt execution of the TYPE command or a protocol file transfer or ignore an XOFF signal
PARITY	Set parity to EVEN, ODD, SPACE, MARK, or OFF
PCAPTURE	Capture data to disk during a protocol file transfer
PORT	Select COM1 or COM2 port
PROTOCOL	Select XMODEM or Kermit protocol
PSEND	Send a file using the selected protocol
QUIT	Quit Telios, drop connection, and return to DOS
RETRIES	Set number of times to resend a packet
ROUTE	Save characters sent, received, or both to the capture file
SAVE	Save current parameters and definitions in a specified disk file
SCREEN	Select screen mode (NORMAL, MUTE, GRAPHIC)
SEND	Transmit a file to the remote system
STATUS (Alt-s)	Display the status overview screen
TCHAR	Wait for receipt of the specified character
TIMEOUT	Set timer interval (0 - 255 seconds)
TOGGLE (Alt-t)	Turn capture on if off, or off if on
TYPE	List the contents of the specified file
TWAIT	Time to wait after receipt of TCHAR before sending the next line (0 - 255 seconds)

TABLE 2: Special Commands for Command Files

LIST	Controls display of command names in the message area as they are executed from a command file—useful for testing and debugging (default=OFF)
MSG	Displays message text on the screen regardless of the setting of the LIST parameter
REMARK	Allows comments in command files and displays those comments with command names if the LIST parameter is ON
SLEEP	Instructs Telios to pause for the specified time before sending the next command in a command file
WAIT	Tells Telios to wait for an event (TCHAR) and an accompanying time interval (TWAIT) before running the next command in the command file
XSTRING	Transmits the following text string to the host—the string may be up to 255 characters long

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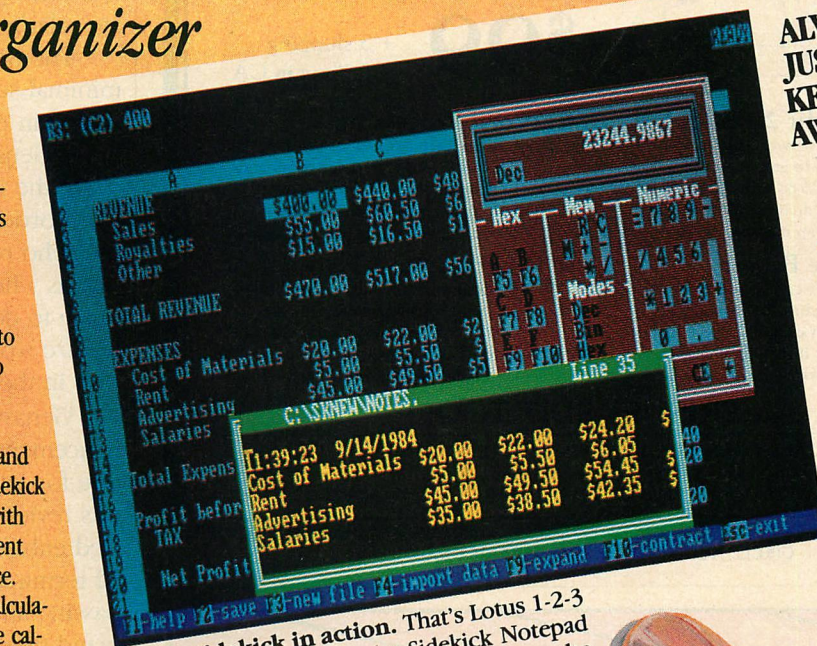
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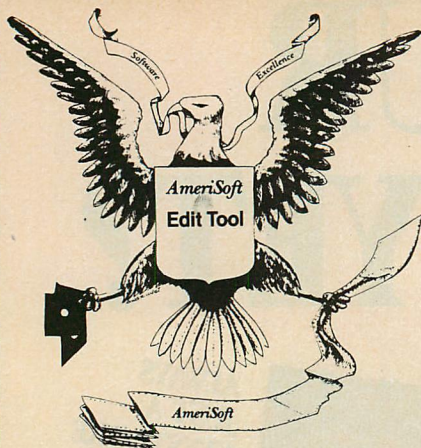
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TELIOS

screens that convey general information about the program. This is in sharp contrast to the superb context-sensitive help feature of VMPC's Relay (see "Instant Relay," *PC Tech Journal*, October 1984, page 95).

The weakest element of the Telios package is its documentation; it is lacking in organization, coverage, clarity, and indexing.

The Kermit implementation is a minimal subset, of Telios, but it is usable in most file-transfer applications. Genasys should at least include the directory transfer capability in order to pacify lazy users like me, who refuse to type 20 commands when one should be adequate to do the job. The remote feature would be a welcome addition in the future.

Genasys promises some enhancements to Telios in version 3.0, due for introduction about the time this review is published. The promised enhancements include VT100/52 terminal emulation, parameter passing and logic paths for command files, and the ability to quit Telios while maintaining the active connection—essentially a digital "hold" feature. The hold feature was available in version 1.1, but was inexplicably removed from version 2.0. Customer pressure has encouraged Genasys to put it back into Telios. In many European and Asian countries, for example, a telephone connection is a precious commodity that is not readily relinquished. Thus, the ability to exit to DOS to perform some task and then return to the communications session without breaking the connection is an essential capability.

Program updates from earlier versions to version 2.0 cost \$20 to registered owners. The same policy will probably apply to upgrades from version 2.0 to 3.0 as well, according to a Genasys representative.

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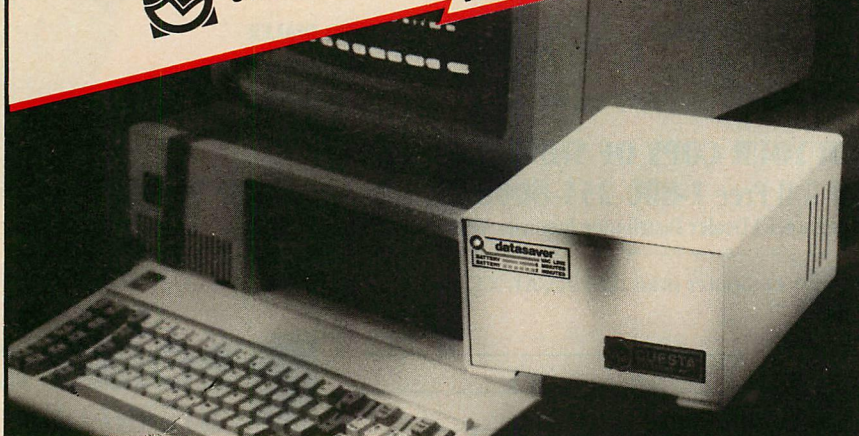
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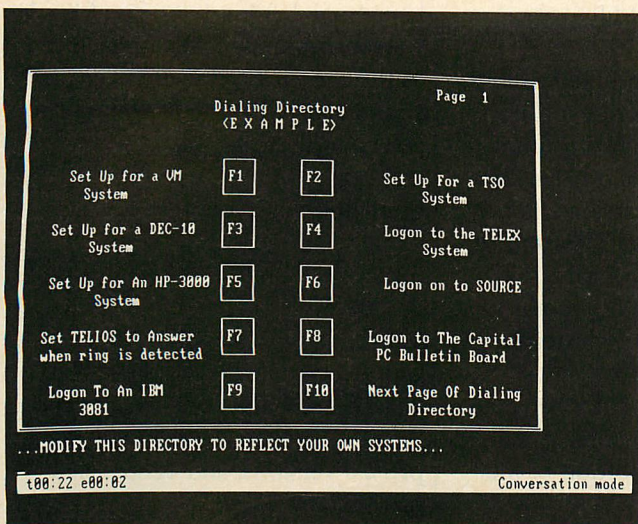


PHOTO 1: *The Telios Dialing Directory*

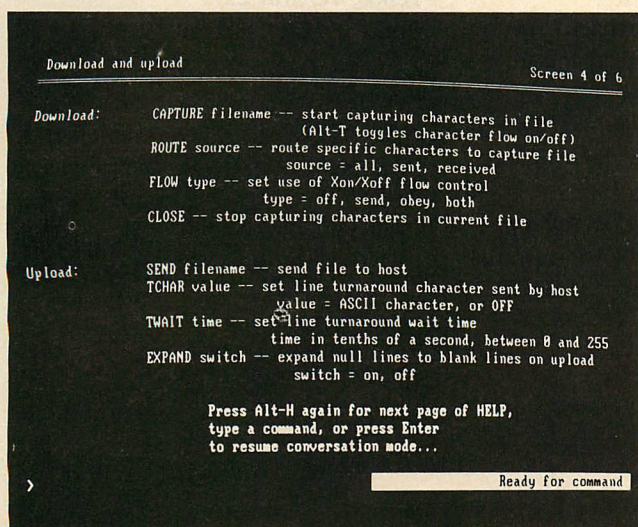


PHOTO 2: *A Typical Telios Help Screen*

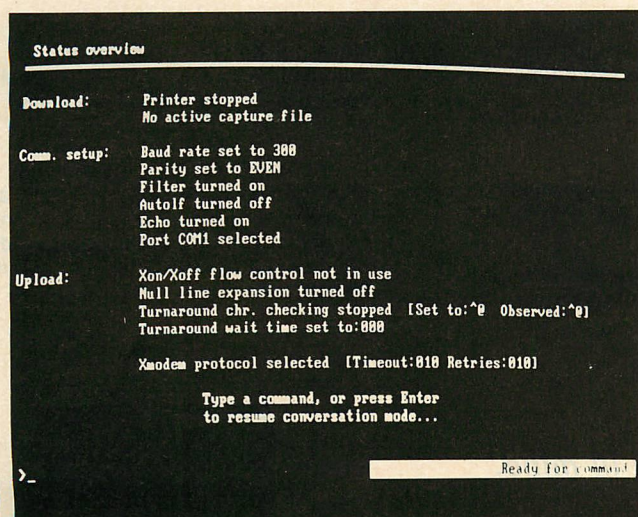


PHOTO 3: *Telios Status Screen*

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of future releases of their products into the hands of customers before the final versions are officially on the market. Beginning in November 1985, customers received a diskette that contains both the current distribution of the Telios program and a program named TeliosX, the "experimental" version, which contains features of the coming official release. Because the program is not fully tested, it may contain some bugs or features that are not fully perfected. (Of course, some companies already engage in this practice, but they don't tell customers that their program is experimental.)

The new features alluded to in my review of Telios are real and are available to purchasers of Telios now in this prerelease package. They will become official in early 1985 when all product testing and documentation updates are finished. The following items are included in the updated program:

- DEC VT100/52 emulation
 - Subdirectories and file path names recognized
 - Enhanced command file facilities, including conditional execution (if... goto), interactive prompting, input queuing and parameter passing, host transactions (anticipated actions, conditions, and received character strings)
 - Automatic back-up of "capture" files (they were overwritten in earlier Telios versions)
 - Control of border color separate from background color
 - Save data from a portion of the screen buffer to a file
 - Default and settable tabs
 - DOS file commands (CHDIR, RENAME, DRIVE, etc.)
 - "Ring" and "answerback" strings
- Some changes were made in the way a user moves about in the screen buffer to accommodate the use of cursor keys in the emulate modes. The VT100 emulation is reasonably complete and worked well. Some features of the DEC terminal

have been left out because of hardware constraints, and others, such as the screen alignment display and smooth scroll, are not deemed necessary by the designers. Genasys will entertain opposing views from users and will incorporate other capabilities if there is sufficient demand for them.

Because of changes made to Telios, this experimental version requires PC-DOS 2.0 or a later version of DOS and additional memory (DOS uses more memory than pre-2.0 versions, and Telios itself has become larger).



Telios, Version 2.0

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LISTING 1: SOURCE.TLS

```
REM *** THIS IS AN EXAMPLE OF A COMMAND FILE TO LOGON TO THE SOURCE ***
REM *** CHANGE THE AREAS NOTED BELOW ***
REM *** CHANGE THE BAUD RATE TO MATCH THE SYSTEM AND MODEM
REM   YOU'RE USING ***
baud 300
parity off
echo off
autof off
protocol off
filter on
define prefix AT DT
REM *** INSERT THE TELEPHONE NUMBER IN YOUR AREA FOR THE SOURCE ***
define number <THE TELEPHONE NUMBER GOES HERE>
define suffix ^M
tchar off
twait 000
expand off
define 1 ^100 SOURCE.CM1^M^M
define 2 ^100 SOURCE.CM2^M^M
define 3
define 4
define 5
define 6
define 7
define 8
define 9
define 10
define enter ^M
define bs ^H
clock on
```

```
REM *** SET THE COMMAND FILE TO WAIT FOR AN "@" PROMPT ***
twait 5
tchar @
dial
SLEEP 5
TCHAR >
REM *** INSERT THE CODE ASSIGNED BY THE SOURCE BELOW
XSTRING <YOUR COMPUTER CODE GOES HERE>^M
REM *** AN EXAMPLE IS: "XSTRING C xxxxxx^M" TO TRANSMIT AN
REM   ID OF xxxxxx AND A CARRIAGE RETURN ***
TCHAR ^$
TWAIT 30
TCHAR ?
TWAIT 0
REM *** INSERT YOUR SOURCE ID BELOW
XSTRING ID <YOUR ID GOES HERE>^M
tchar P
TWAIT 20
REM *** INSERT YOUR PASSWORD BELOW ****
XSTRING <YOUR PASSWORD GOES HERE>^M
tchar >
TWAIT 0
REM *** THE FOLLOWING SET YOUR SOURCE SESSION INTO COMMAND MODE ***
XSTRING 6^M
TCHAR OFF
MSG
MSG
REM *** THE FOLLOWING RESETS ALL 10 FUNCTION KEYS ONCE
REM   LOGON IS COMPLETED ***
DO SOURCE.CM1^M
```

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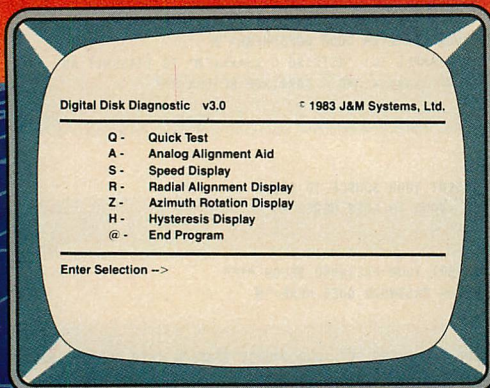
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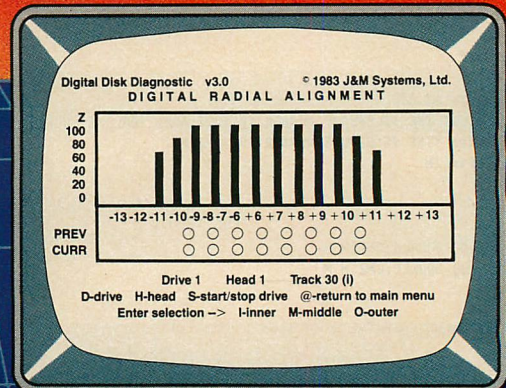
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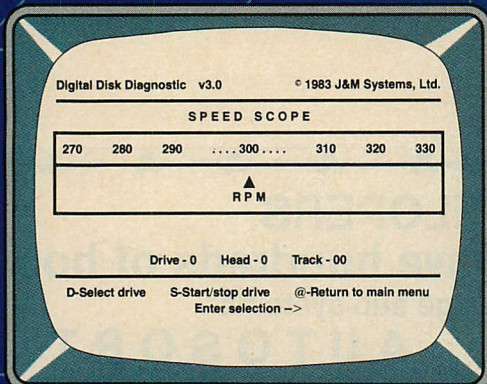
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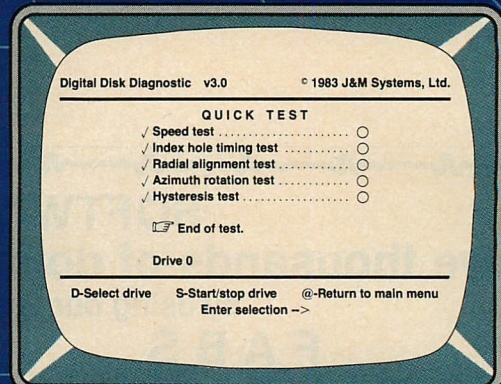
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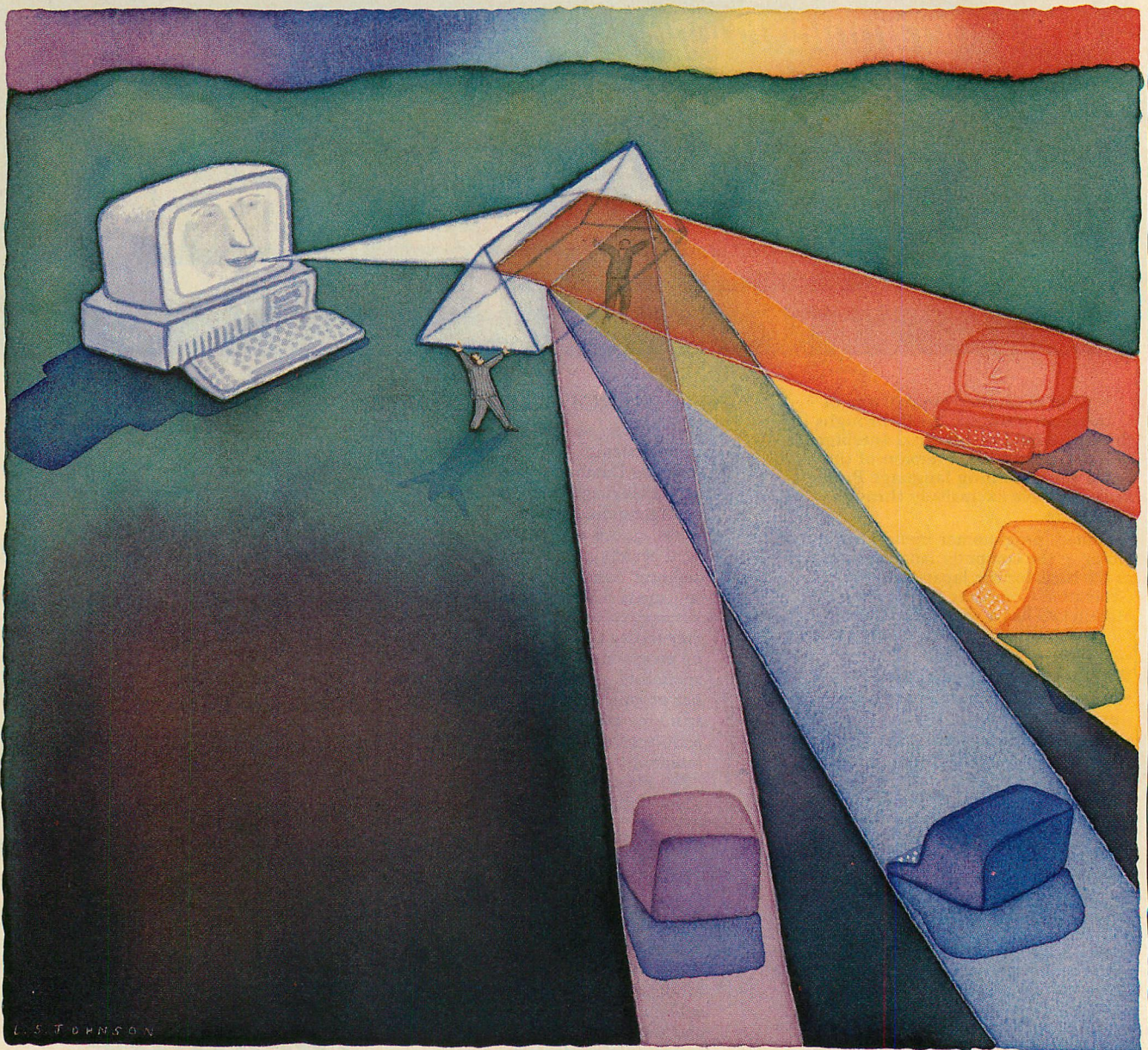
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The Limited Joys of Translated Software

JAMES CREANE



Quick and easy translations from the CP/M environment provided software for the PC when it was needed, but shortchanged the expanded capabilities of the PC.

In the beginning—less than two years ago—WordStar, VisiCalc, and dBASE II ruled both the CP/M and MS-DOS worlds. They were the word-processing, spreadsheet, and database programs that most users preferred. They were limited, however, by their CP/M and Z80 origins, and have been challenged by more recent products written specifically for the PC market, such as Lotus 1-2-3, WordPerfect, and MultiMate. Lotus 1-2-3 and WordPerfect, for example, are written in 8086 assembly language, so the programs are very fast and they use memory effectively.

Initially, however, VisiCalc, WordStar, and dBASE II were welcomed for the PC. In fact, almost all of the early software for the PC was translated, cross-assembled, or cross-compiled for PC-DOS and the 8088 CPU. The time has come to question the efficiency and effectiveness of how such software was implemented for the IBM.

Users are primarily concerned about whether or not a particular program has the functions they need in order to implement their applications. However, the quality of the available system software,

James Creane, who lives in New York City, has written extensively on databases, statistics, and the 8087. He has converted main-frame FORTRAN programs to run on the PC.

such as compilers, translators, and operating systems, determines the quality of the applications software.

One of the problems with implementing CP/M software on the PC was the 64KB of memory. The operating system and the applications program had to reside within this amount of memory. For some machines, such as the original Apple, both the operating system and program had to reside in less. To fit large applications such as WordStar and dBASE II into 64KB of RAM, an overlay linker was used.

An overlay linker allows one program to call another. WordStar has WS.COM (about 20K), which calls the overlay file WSOVLY1.OVR (about 40KB). With 64KB of RAM available, the memory was insufficient to have the entire program and the CP/M operating system resident at once. dBASE II uses a similar overlay file. Constantly reloading the overlay files slows down the program and increases the wear and tear on the disk drives.

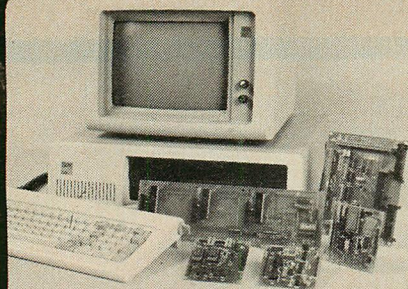
A second problem was the lack of widely implemented higher level languages for CP/M and the Z80. Viable C compilers, for example, started to become available only in 1981. Prior to that, C-BASIC, from Digital Research, was the prevalent language for commercial applications, and Microsoft's MBASIC was

used for statistical applications. Several Pascal compilers were available, but they were not widely used for commercial applications. PL/1 was also available, but not widely used. Hence, assembly language was often seen as the only viable alternative for early programmers.

The first microcomputer CPU was Intel's 8080. Then Zilog's Z80 was introduced with additional registers and with a superset correcting many of the deficiencies of the original 8080 instruction set. The problem was that all instructions for the 8080 would run on the Z80, but, conversely, not all Z80 instructions would run on the 8080.

The most profitable solution to this problem was the least common denominator approach—writing code to run on any CP/M machine. Until recently, applications programs used the 8080's instruction set despite the advantages in the Z80's additional instruction set. It is only in the last two years or so that some CP/M applications have stated that they run only on the Z80.

A similar problem may occur now that IBM is basing its new AT on the 80286. The instruction set for the 8088 is a subset of the 80188's instruction set, which in turn is a subset of the 80286. Instead of ever onwards and upwards, users may get ever onwards and



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TRANSLATED SOFTWARE

sideways. For example, programs written for the 8088 may not be rewritten to take advantage of the additional instructions for the 80188, because the original object modules should run, however slowly, without modification. This is especially likely for translated CP/M software.

TRANSLATORS, CROSS-COMPILERS, AND CROSS-ASSEMBLERS

The introduction of the IBM PC with an 8088 CPU and PC-DOS posed considerable problems for CP/M software houses that had large Z80/8080 assembly language programs. The chief incentive for writing in assembly language is to get the fastest executable code. But there is an important trade-off in exchange for this speed: assembly language source code has little portability to another CPU. Assembly language programs are fast because they make maximum use of the idiosyncracies of the architecture of a particular CPU, and each type of CPU has a different instruction set—even for common arithmetic operations. For example, the Z80 addresses its 64KB in memory as a continuous linear stream, but the 8088 uses segments and offsets to address memory. Hence, the speed is gained at the expense of tying the source code to a particular CPU. Micropro, Ashton-Tate, and others faced the problem of getting their programs to run on a different CPU under a different operating system. Their choices were:

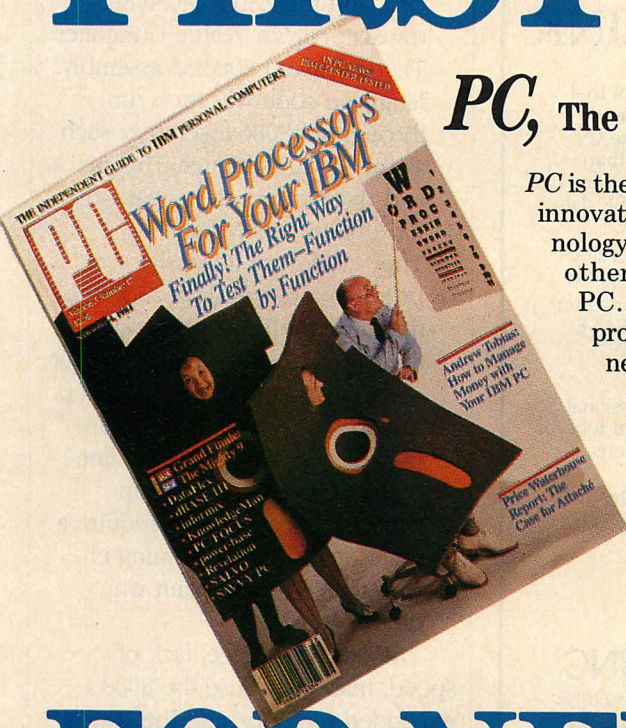
1. They could do a line-by-line translation of their Z80/8080 source codes into 8088 assembly language and then use the IBM Assembler to produce fast, efficient applications programs. So far, none of the CP/M software houses has done this. Lotus 1-2-3 and WordPerfect may be the only major applications written in 8088 assembly language.
2. They could join the mass migration to C and rewrite their

source codes entirely. Perfect Software followed this road with Perfect Writer. C source code then is supposed to be readily portable between different CPUs and operating systems. But Perfect Software spent almost two years converting their applications for the IBM. The delay may have cost them their market share—many good word processing packages became available sooner than Perfect Writer.

Application houses, including CP/M houses, are rewriting their applications in C with the expectation that C will be the Esperanto of computer languages.

3. They could use a cross-assembler that would take their Z80/8080 assembly language source codes as input. The cross-assembler would output 8088 object code that would then be linked to produce an executable file. Seattle Computer and Sorcim, for example, made such cross-assemblers. Cross-compilers do the same for higher level languages. Fast, efficient, and reliable cross-assemblers and cross-compilers are rare for microcomputers. The initial benchmark tests comparing the lackluster performance of IBM BASIC with Microsoft's CP/M MBASIC evidence this. (See *Byte*, January 1981, for an example.)
4. They could use a translator to convert Z80 assembly language into 8080 assembly language. Three such translators were available when the PC was ini-

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tially released: XLT-86 from Digital Research, TRANS 86 from Sorcim, and the Z80 to 8086/88 translator from Seattle Computer. The translated 8086/88 assembly language code was then run through an 8086 assembler such as the IBM Assembler. This quick and dirty approach appears to have been widely used.

5. They could use a translator to produce a rough draft and then fine-tune the translated code through successive revisions. But assembly language programmers disagree as to whether this approach is any faster than a line-by-line translation. Both approaches, however, do require a great deal of programming effort, which may explain why neither was used.

Bloated code size, lack of speed, inability to use the 8088's expanded memory, and the constant stream of bugs are characteristic of the translator programs that were initially available for the PC. Users interested in detailed explanations about these translator programs can read "Upward Migration, Part 1: Translators" (Roger Taylor and Phil Lemmons, *Byte*, June 1982). The article provides comparisons of the technical problems and limitations in translating Z80 and 8080 assembly language into 8086/88 assembly language.

Regardless of the conversion method, the implementation problems remain. Inefficient conversion methods produce ineffective applications programs unless corrected.

Translators are of very limited value. The first such limitation stems from the fact that translators impose the limitations of the original CPU (Z80 and 8080) on the destination CPU (the 8086/88). For example, the 8088 has six registers that the Z80 does not have. Especially important are the four segment registers used by the 8088 for memory addressing. Since the Z80 does not have segment registers,

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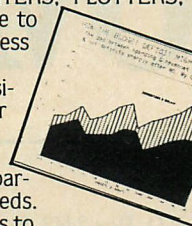
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translated code does not directly use these registers. This is the main reason that translated code does not make an efficient use of the expanded memory on the 8088.

The second limited value is that the 8088 has a richer and more powerful instruction set than the 8080 or Z80, but translators do not make use of it. In the code fragment in figure 1, 20 instructions (32 bytes) for the 8080 become 21 instructions (42 bytes) for the 8088 when run through XLT-86. These 21 instructions can be reduced to 13 (26 bytes). This fragment can be used to indicate the bloat and inefficiency of translated code. The importance of the issue is made clearer when one considers that translated applications contain several thousand lines of source code.

Translated code is unnecessarily slow and it requires additional memory. Programs that run in 64KB of RAM on CP/M machines suddenly require 96KB to run on the PC. Such programs need the expanded memory of the 8088, but then cannot make further use of it.

The third limitation of translated software is that the translated 8088 code becomes what programmers refer to as "spaghetti code." Programs written originally in 8086 assembly language can adopt a modular approach using the strongly typed data structures in 8086 assembly language. Such programs are easier to debug and maintain. But translated code requires intimate knowledge of both Z80 and 8086 assembly languages to debug and maintain a program. Otherwise, repairing a bug in one section of the translated code may generate an unintended bug in another section.

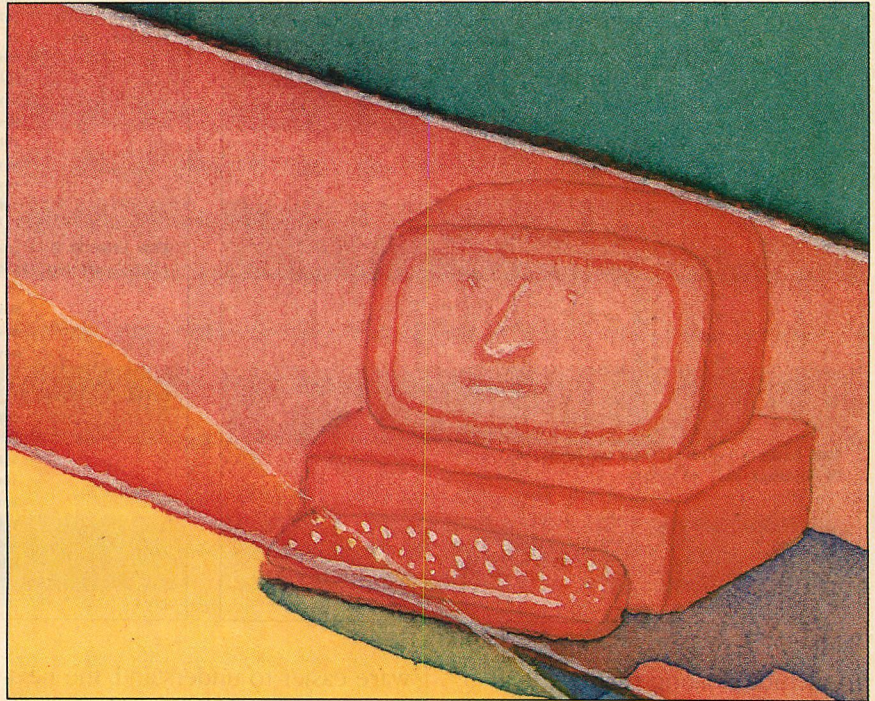
dbase II can be interpreted as an example of this kind of problem given the length and complexity of the original program. Version 2.4 corrects 26 bugs in version 2.3D. Ashton-Tate has tied the bug corrections to the new features in each release, forcing users to pay a sur-

charge for the corrections regardless of whether they want the added features. The user can sidestep the problem by upgrading from dbase II to dbase III for \$200.

Access to PC-specific features, such as the function keys, is the fourth limited value. For a year after the PC's introduction, patches for WordStar to implement the PC

to access both subdirectories from within dbase II, which, like most software for the PC, can only access files in the current directory. Considerable rewriting of translated code is necessary to make such DOS 2.0 features work.

Difficulty in using the capacities of the 8087 is another limitation. In the CP/M world, packed decimal



keyboard were published almost monthly. The PC also uses generous amounts of memory to map the screen in high memory, a feature that could not be used until version 3.3 of WordStar was released.

The fifth limitation is based on the use of PC-DOS. Under CP/M, if the disk in a drive is changed without hitting Ctrl-C, CP/M will display its famous B-DOS error. But it will not overwrite the directory. WordStar will do that under PC-DOS.

Translated software often has difficulty with features in DOS 2.0 that do not have a counterpart in CP/M. For example, suppose a user puts dbase II with its support programs in a subdirectory on a fixed disk, then enters MD (make a directory) to create another subdirectory for database files. He is then unable

subroutines were not only easy to write, but were also seen as the only acceptable way to avoid round-off errors in business calculations. Translated packed decimal will work with the 8088, but requires a substantial reworking of the translated code to integrate the 8087's instruction set. Further, the 8087 supports the packed decimal (BCD) data type. The premium in clock cycles is high, however; the 8087's forte is floating-point arithmetic.

Writing floating-point subroutines for business calculations is a more substantial programming task than using packed decimal. It is possible, however, since some mainframe floating-point packages have been written in FORTRAN.

It is possible on the PC as well. VisiCorp expanded the DIF format

FIGURE 1: Code Translation Examples

The following code fragment concatenates a string of up to 44 characters in length that is located at the source onto the end of a string located at address BUFFER. The concatenation proceeds until a space character is encountered or until the maximum length is reached. When the transfer is complete, the routine then calculates the total length of the string.

8080 Example

20 instructions, 32 bytes

```

MOVEIT    LXI    H,SOURCE      ; point hl at source string
          LXI    B,BUFFER+20    ; point bc at destination
          MVI    D,44           ; maximum length on string 0
MOVE1     MOV    A,M            ; get a byte
          CPI    20H            ; is it a space?
          JZ     ENDMOVE        ; yes, were finished
          STAX   B
          INX    H
          INX    B
          DCR    D
          JNZ    MOVE1
ENDMOVE   LXI    H,BUFFER
          MOV    A,C
          SUB    L
          MOV    L,A
          MOV    A,B
          SBB    H
          MOV    H,A
          XRA    A
          RET
    
```

8086 Example (translation done by XLT-86)

21 instructions, 42 bytes

```

moveit:   mov     bx,(offset source)
          mov     cx,(offset buffer+20)
          mov     dh,44
    
```

```

move1:    mov     al,byte ptr [bx]
          cmp     al,20h
          jz     endmove

; extra instruction since cx can't be a memory pointer
; xlt86 moves its contents into si and uses si as the memory
; pointer
          mov     si,cx
          mov     [si],al
          inc     bx
          inc     cx
          dec     dh
          jnz    move1
endmove:  mov     bx,(offset buffer)
          mov     al,cl          ; notice that
          sub     al,b1         ; xlt86
          mov     bl,al         ; translates out
          mov     al,ch         ; the 16 bit subtraction
          sbb     al,bh         ; verbatim
          mov     bh,al
          xor     al,al
          ret
    
```

8086 Example 2 (a possible hand optimization of the above)

13 instructions, 26 bytes

```

          mov     si,(offset pgm:source)
          mov     di,(offset pgm:buffer+20)
          mov     cx,44
          cld
move1:    lodsb                ; get a byte and advance si
          cmp     al,20h
          jz     endmove
          stosb                ; store byte advance di
          loop    move1        ; loop until cx = 0
          mov     si,(offset buffer)
          sub     di,si
          xor     al,al
          ret
    
```

to include floating point so that VisiTrend/Plot could use the 8087. Users can begin testing to see if VisiCorp has resolved the question of the use of floating-point arithmetic for business calculations. Spreadsheet analyses that use the exponent, square root, and logarithm could benefit from the speed and enhanced precision of the 8087. Sorcim, for example, could use Microsoft's recently released macro assembler, which contains the 8087 instruction set, to produce an accurate and powerful version of SuperCalc 3 that is able to use the 8087. But it would only run on an 8088/87 machine. Reverse translation is not possible.

WORDSTAR REWRITTEN FOR 8088 WORLD

To make these technical and rather abstract problems of translated soft-

ware easier to understand, the next section of this article will include a hypothetical WordStar program, "rewritten" to take advantage of the 8088's chief additional resource—memory. It will be assumed that the memory has 256KB of RAM. But, instead of using some of that memory for a RAM disk, it will be used in the applications program to achieve speed and expanded functions.

Some other assumptions have to be made in this hypothetical version of WordStar. Whether the program were to be rewritten in native 8088 assembly language or in a higher level language would not matter. It is expected that the initial release would very likely have some bugs; new programs almost always do. These can be fixed later. Furthermore, it would not matter that Micropro has a responsibility to make one version of WordStar that

will run on 64KB CP/M machines and a different and incompatible version that will run on PCs.

The rewritten program would discard WordStar's overlay files to increase program speed and avoid unnecessary wear and tear on the disks. Using DOS 2.0, the program would now require about 100KB of memory. The program code that looks for COMMAND.COM on drive A: would be removed; and code would be added that has the program search drives A: through D: before giving an error message. In this way, the user could have both a fixed and a RAM disk. The WordStar buffer could be expanded from 20KB to 64KB so that the program could handle large documents without constantly and slowly accessing the disk. A choice would be added to the installation program (WINSTALL.COM) to allow the user to

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specify how much memory is to be dedicated to the buffer. For example, an author using WordStar to write a book could specify 128KB or 192KB of memory.

Features would be added that allow the user to move quickly to the desired location in a manuscript when it is stored in memory. The program would be made to read

the system clock so that the disk file would be updated every few minutes to save the user's work.

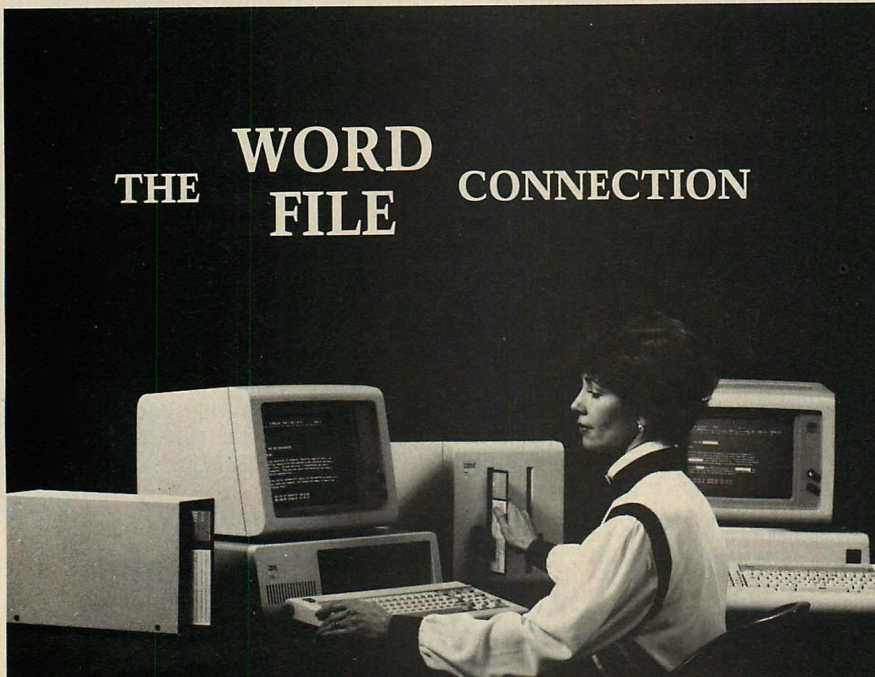
Every keyboard-specific feature would be used in this ideal version of WordStar. The control and alternate keys with the 10 function keys would implement 30 WordStar control sequences. The insert, delete, and cursor keys would be used to

eliminate any unnecessary control sequences. However, the user still would have the option of the old control codes (in WINSTALL.COM) if he already knew them and did not want to learn new sequences.

The rewritten program would allow available memory to implement immediate tasks, so the overlay file for WINSTALL.COM could be deleted. Since the memory would be available, the print buffer could be made large enough to work as a background task.

The file upon which the user is currently working could be put on a drive other than the default drive. DOS 2.0 features would be added

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At the moment, all PC users who own WordStar share the same situation: they are using a program that does not make full use of their machines.

within the program so the user could specify the subdirectory where the print file could be found.

Since program size is not critical, certain features could be added—footnotes, index, and table of contents were available in the CP/M world only by purchasing separate WordStar support programs, such as Documate/Plus. Integrating such functions would allow the user to implement them while writing text on the screen.

Printer technology has greatly changed since WordStar was first introduced. Because size would not be a consideration in the hypothetical rewritten WordStar, the following changes could be incorporated:

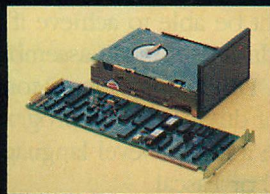
1. All 256 ASCII characters could be

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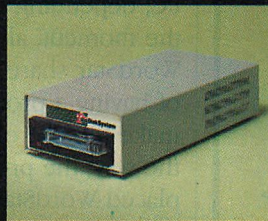
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printed on the screen. Also, the necessary conversions could be included in the printer drivers so that the printer could print both text and graphics within a single document.

2. Both micro and proportional spacing could be supported. Part of such support would have to be multiple horizontal and vertical indexes for different printers instead of the single index.
3. A pause command could be added that would enable the user to change print wheels anywhere in the text. Spare control codes could be added in the WINSTALL.COM program. Forty should be enough to install control codes for a color printer.
4. Codes could be added to delete all the WordStar control codes and then rename the straight ASCII file and save it back to disk. Such a disk could be given to a user with a different word processor so that he could edit and format it for his printer.

Users with different needs are likely to have a longer or shorter list for their ideal WordStar for the PC, depending on their needs. At the moment, all PC users who own WordStar share the same situation of having a program that does not make full use of their machines. By the way, the programs that have displaced WordStar use more than 64KB of memory. WordPerfect, for example, uses 128KB, and has all the features mentioned above.

dBASE II ON THE PC

dBASE II's Sort function will serve to illustrate some criticisms of translated code. The accepted wisdom, even among CP/M users, is to avoid the Sort function and use the faster Index function instead. Sorting, however, depends on the efficiency of the Sort algorithm and the amount of available memory. Since dBASE II does not use the expanded memory, the Sort function provides a fair test of translated software.

Using a 288KB dBASE II file with 1,545 records with 11 fields and 256KB of RAM, I compared sorting times for dBASE III and three other programs. All times are listed in hours, minutes, and seconds. These figures should be interpreted only as an indication of the importance of the present topic to users. The usefulness of dBASE II, for instance, cannot be reduced to the speed of its sort function. The elapsed times are shown in table 1.

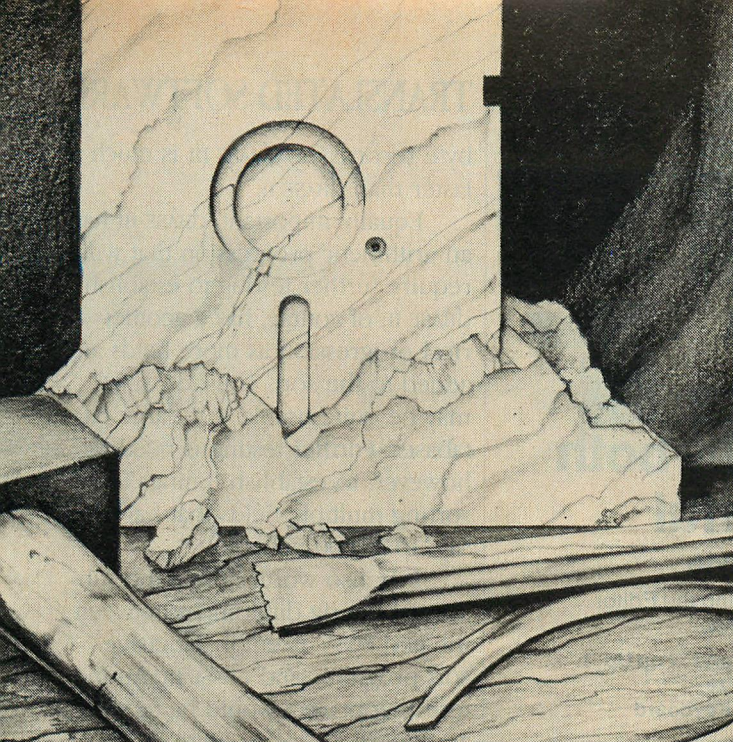
TABLE 1: Elapsed Sorting Times—1,545 Records

PROGRAM	ELAPSED TIME
dBASE II	01:34:14
DBPlus	00:06:44
Autosort/86	00:01:33
Opt-Tech Sort	00:01:15

(dBASE II churned the disk the entire time. The other 3 programs read the file in at least 64KB gulps, so disk access was minimal.)

DBPlus has been rewritten in C. It provides an interesting example of a case in which dBASE II is indicted by an ally, since DBPlus uses all available memory. Autosort and Opt-Tech Sort are written in 8086 assembly language, but the times are not directly comparable with dBASE II and DBPlus since neither program directly reads a dBASE II database file. For this test, the dBASE II file was manipulated until it was in a form Autosort and Opt-Tech Sort could read. These two programs were included to give a rough indication of what Ashton-Tate might be able to achieve if it rewrote dBASE II in 8088 assembly language. DBPlus provides a comparison of dBASE II with a program written in a higher level language, such as C or Pascal.

dBASE III was written entirely in C, so the speed restrictions built into the translated dBASE II code have been removed. It required 4 minutes 23 seconds to sort 1,589 189-byte records. It required 5 minutes 37 seconds to sort 2,459 189-



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byte records. So dBASE III is much faster than dBASE II.

Equally important, dBASE III has an arithmetic progression that will require further testing to establish. dBASE II, of course, has a geometrical progression as more fields are added to the sort. Thus, dBASE III may be quite usable with large databases. Further testing is needed, however, to establish timings for sorting multiple fields that have, say, 10-20,000 fields.

It is also worth noting the substantial timing differences between the two 8086 assembly language sort programs and dBASE III. An interesting project would be to write an equivalent sort routine in Pascal and FORTRAN and compare the timings with those from the C version. C has a reputation as a fast, portable, high-level assembly language. Whether C compilers available for the 8086 do enough optimization to warrant this reputation is an unresolved question. The UNIX C compiler requires seven passes to achieve optimization.

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**TABLE 2: Elapsed Sorting
Times—65,000 Records**

PROGRAM	ELAPSED TIME
dBASE II	44 hours
DBPlus	4½ hours
Autosort/86M	1 hour
Opt-Tech Sort	48 minutes

Many users assume that dBASE II's theoretical limit of 65,000 records provides them with all the future expansion they need. Thus, the figures in table 2 are offered as a rough approximation of how long dBASE II would take to sort 65,000 records, as compared to the other three programs. A simple arithmetic progression was used in calculating these times: the time required to sort 1,545 records was multiplied by 10. This figure was then multiplied by 4 to get the approximate time for 62,000 records. Therefore, my times are likely to be favorable.

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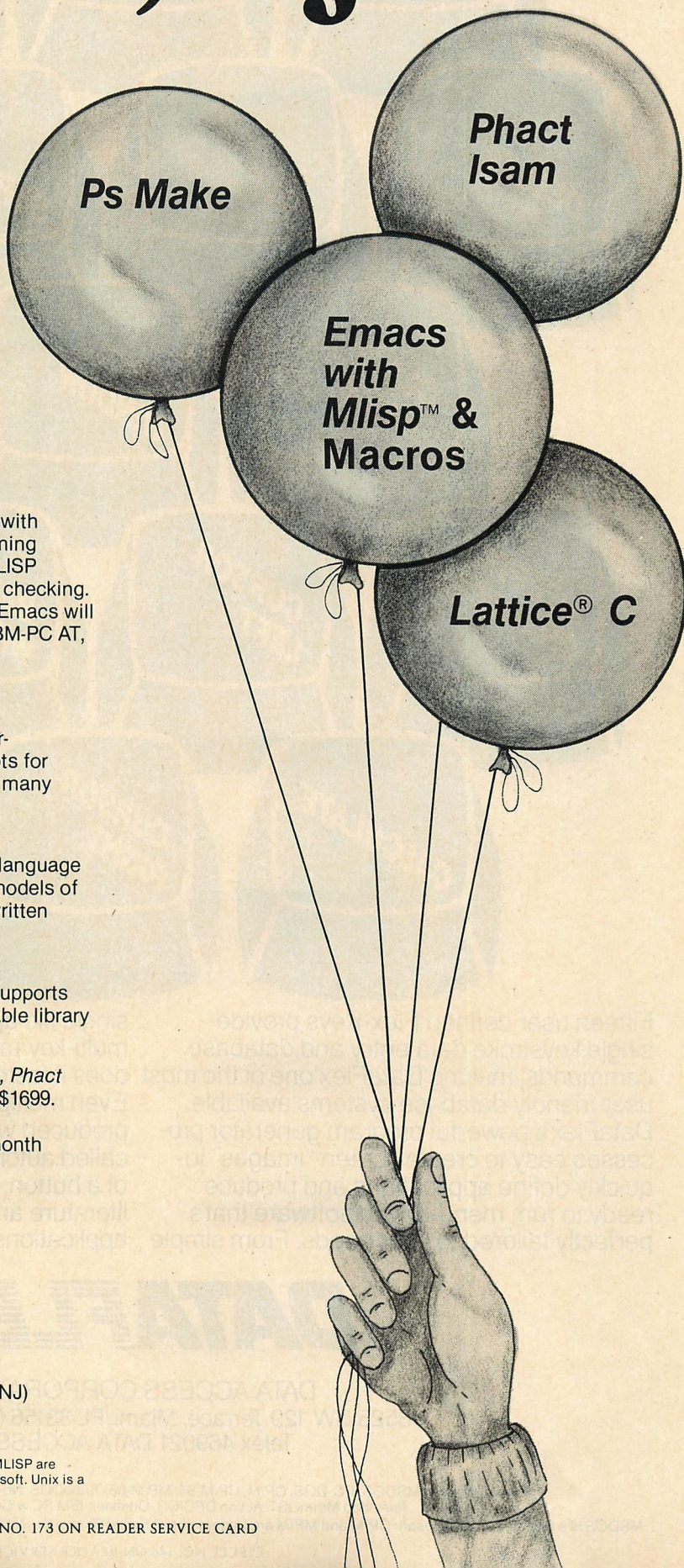
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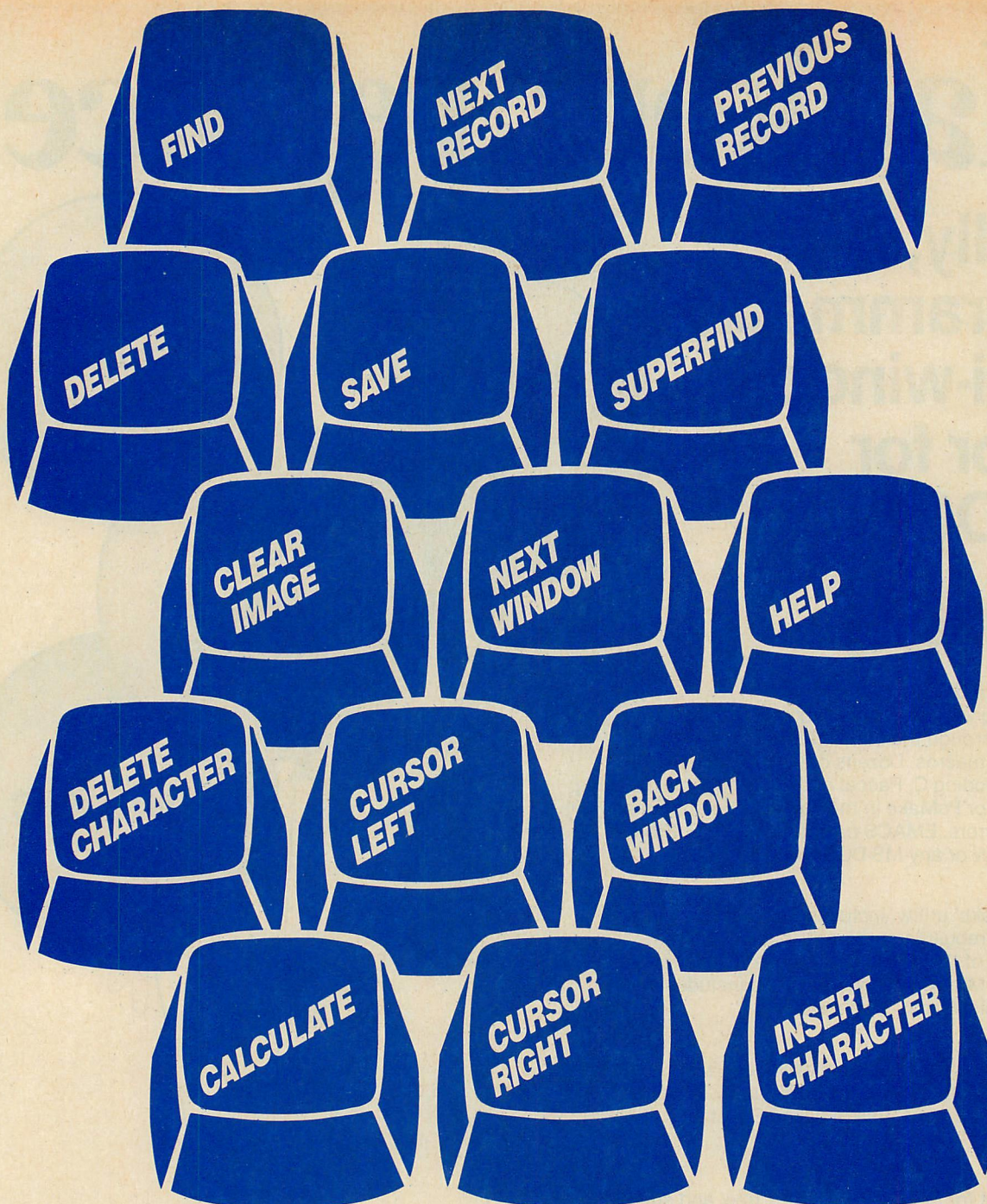
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CP/M versions of dBASE II have proved that a geometric rather than an arithmetic progression is the case. For example, if 1,000 records can be sorted in 1 hour, 2,000 records would be sorted in 3 hours—not the 2 hours an arithmetic progression assumes.

QUEST FOR EL DORADO

The prevalent alternative to translators has been to write source code in a higher level language. When a compiler for a new CPU for that higher-level language is developed, the source code can be recompiled and the application can be remarketed. Generic, but copyrighted, software that works well on many different machines is the ultimate goal. Portability is the computer industry's current buzz word.

This approach has some problems. The IBM BASIC compiler has yet to catch up with the many features added to BASIC and DOS 2.0. Further additions have been made to BASIC for the PCjr. And, of course, applications programs are still restricted to the 64KB of data and 64KB of code built into the original compiler. As compilers are expanded, debugged, and given new features, the applications programs can expand as well.

The current rush is to convert applications programs to the C language. Application houses, including CP/M houses, are feverishly rewriting their applications in C with the expectation that C will be the Esperanto of computer languages. They seem to believe that C will be the universal language for all applications, for every CPU, and for every operating system. Whether C will bring them to El Dorado remains to be seen. C may be only the latest in a series of languages that were initially seen as universal solutions to complex problems.

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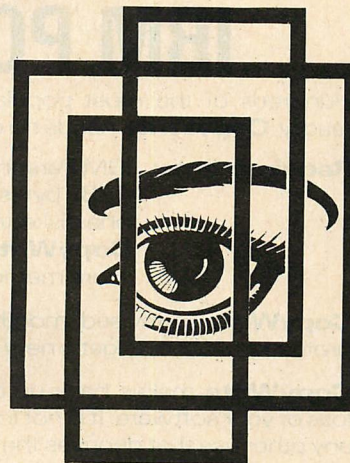
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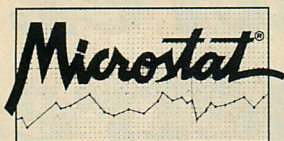


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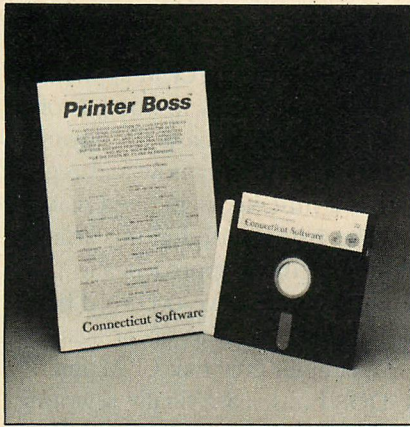
in early 1981. Four years later many of these compilers still lack libraries of full mathematical functions. Others are still restricted to 64KB of data and 64KB of code. Few of them yet support DOS 2.0 functions, such as redirection of input and output. Few yet include 8087 support. Perhaps after these problems have been resolved, large-scale applications programs, written in C, will be developed for the PC.

An application written in C that seems to work equally as well on CP/M and PC-DOS machines is The Word Plus from Oasis Systems. One reason that The Word Plus works well in both environments is that it strictly follows the ideas Kernighan and Plauger outlined in their book, *Software Tools*, more than a decade ago. Their approach stressed that software tools should be designed for specific tasks in order to keep the tools small in size, flexible to use, and easy to maintain. Therefore, The Word Plus contains 12 .COM files for separate tasks.

Each file, except for the dictionary, is less than 9KB. Because the programs are small and modular, they are easier to port and debug on another machine. The fact that the programs are small does not make them dependent on the amount of available memory. For example, if all 12 functions were integrated into a single program, The Word Plus would run only on an IBM or larger machine.

Since each program performs one task, a variety of task-specific options are available to provide flexibility. The spelling checker program has nine options, including one to install the other eight options permanently in a file. Another program, REVIEW.COM, has 10 options. This approach sits in marked contrast to the integrated omnibus packages, such as Lotus 1-2-3, Framework, and Context MBA, currently in fashion. The question remains as to whether such packages can integrate multi-

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ple functions as well as single programs designed for a specific task.


REMAIN WARY

The reputation of a CP/M application, no matter how justified, is often an inadequate basis for buying its IBM version. Buy now and regret later is a mistake users often make.

The issues raised in this article about expedient approaches to marketing software have occurred before and are likely to occur again. For example, now that CP/M and PC-DOS houses are finally rewriting software that uses all PC capabilities, Apple's Macintosh owners can look forward to yet another round of translated software. Translators and cross-assemblers are quickly being released to produce 8086-to-68000 software. It is ironic that Macintosh owners are now about to suffer the same fate that PC users have had to endure for three years and only now are in the process of being freed from.

In retrospect, translators provided a quick fix when software for the PC was sparse. The trade-off between expediency and quality seems to have been quite high. Once translated software has been accepted by users, little incentive remains to redo it. For example, IBM announced PCjr with the original IBM BASIC compiler.

The least common denominator approach is not likely to disappear—even for software originating in the PC-DOS market. Some of the PC's competitors have keyboards with a conflicting arrangement of function keys. It is easier and more profitable for software houses to use the Esc key, found on every machine, rather than a machine-specific function key. By programming for a universal machine, only one inventory of disks and manuals must be maintained.

In an ideal world the needs of software houses and users would coincide. Until then users will have to remain wary and informed. 

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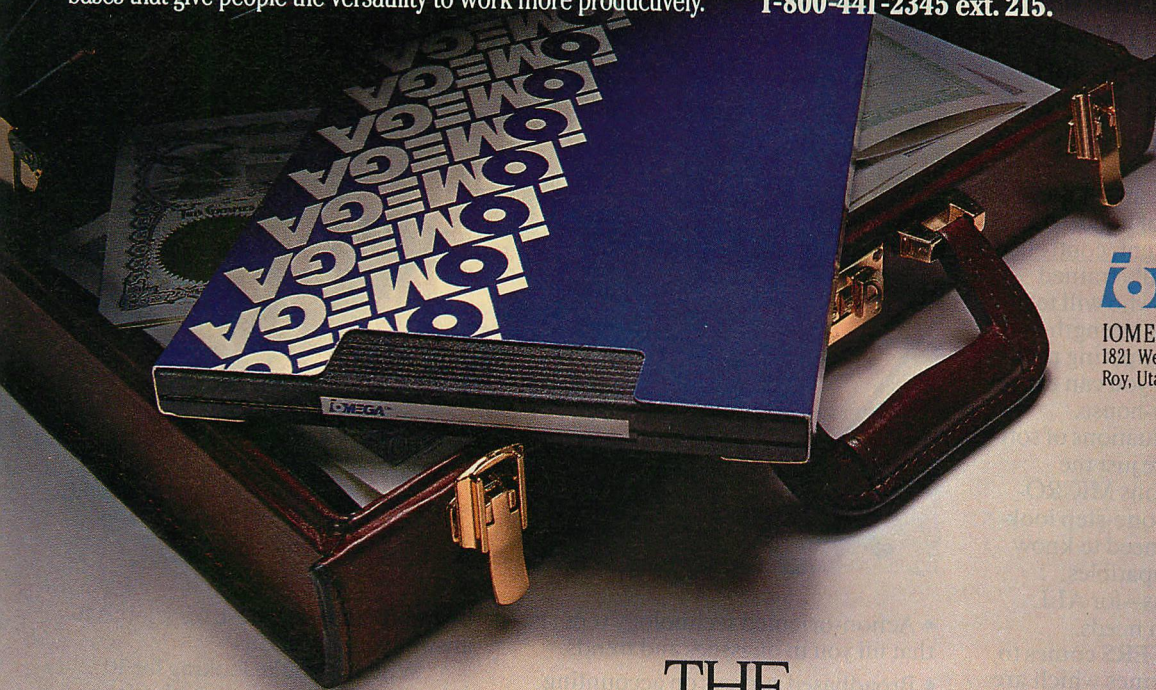
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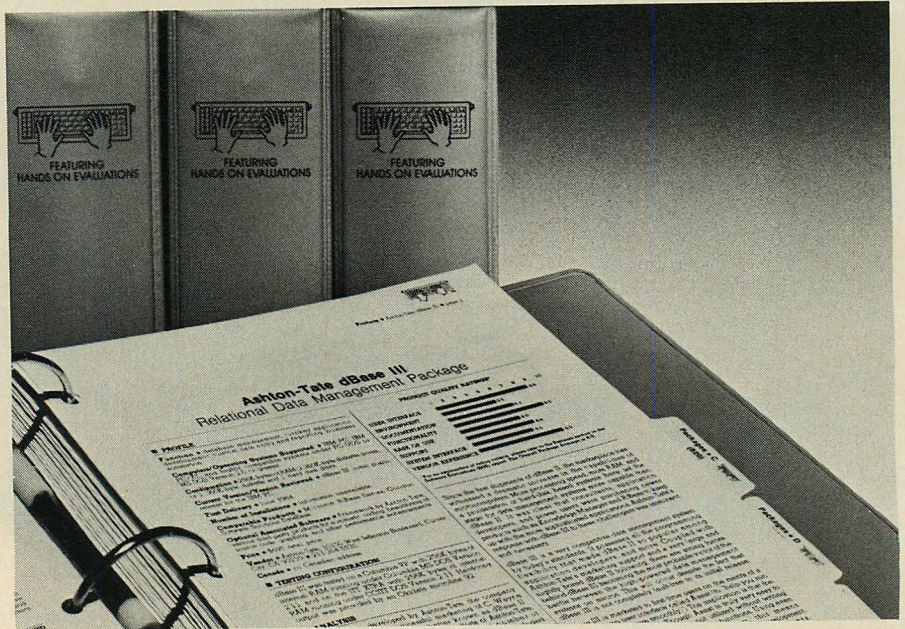
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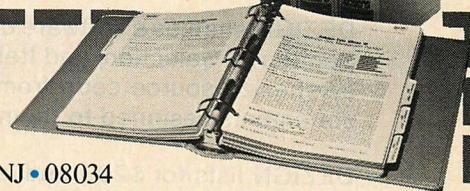
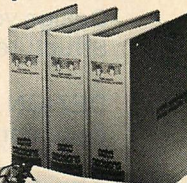
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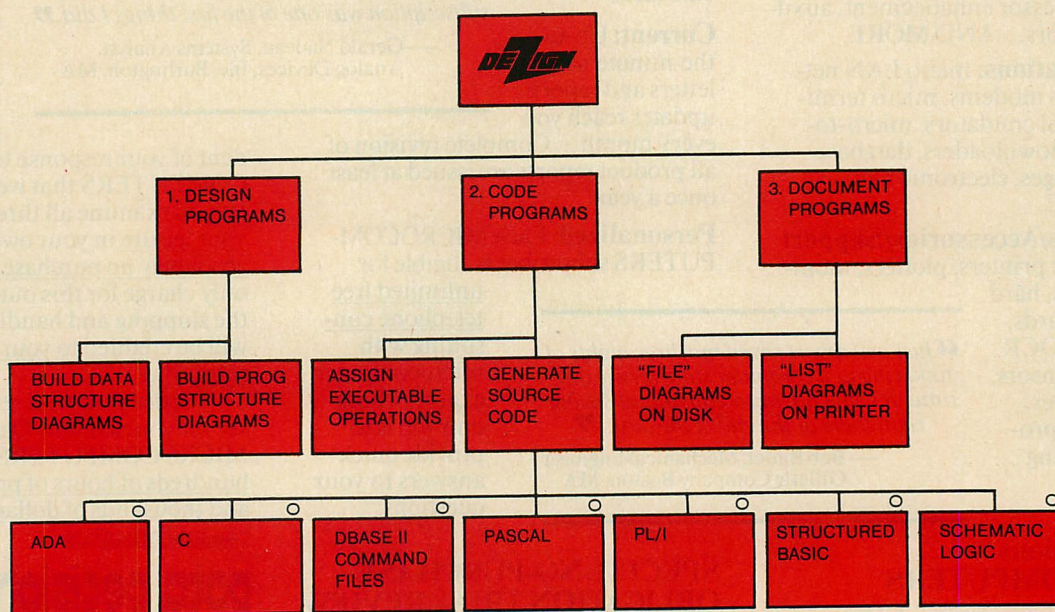
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Documentation That Works

MICHAEL A. COVINGTON

What could be more important than programming? The documentation that makes the programs possible to use.

The single most complained-about part of any micro-computer system nowadays seems to be the documentation, and with good reason: the documentation that comes with software is plagued by obscure language, impenetrable organization, and even outright errors. This is a pity, for as more people with nontechnical backgrounds turn to the computer, its usefulness is limited not by its hardware or software but by its documentation. The software crisis of the 1970s has given way to the documentation crisis of the 1980s.

Inevitably, most software is, and will continue to be, documented by the people who write it. Until some documentation is written, only the programmer really knows how to use the program; a technical writer can, at best, only transform a rough sketch into a finished product. Programming and writing are very similar skills—both rely crucially on top-down design and on keeping track of what information has and has not been introduced at a particular point—and there is no reason

why good programmers cannot be good writers as well.

IT TAKES WORK

Documentation is arguably *more* important than programming. After all, the program becomes usable only through documentation. (How useful would a BASIC interpreter be if no written description of BASIC existed or if half the language's features were undocumented?) Moreover, the documentation is often the only part of a software package that the prospective user sees before making the purchase; in his eyes, a hard-to-use manual is a sure sign of a hard-to-use program. Most people would probably prefer to have mediocre software with excellent documentation than excellent software with mediocre documentation.

Software authors relegate documentation to the last minute and write their manuals sloppily and in haste. Unfortunately, haste does the same thing to documentation that it does to programs—it introduces bugs, inconsistencies, and mistakes.

There is no way to produce good manuals without allowing plenty of time for checking and revision.

ADDRESS AN AUDIENCE

Never lose sight of the fact that a writer does not just record facts on paper—he is creating a piece of reading matter. A writer cannot write effectively without knowing what sort of reading matter he wants to create, and for whom.

Most crucially, the writer has to keep track of what the reader knows (both his background knowledge and what the writer has told him) and what he can be expected to understand. If you are documenting a word processor for beginners, don't talk about ROM BIOS. (In fact, if you have written a word processor for beginners, and it cannot be operated by someone who doesn't know what ROM BIOS is, you have

Michael Covington does research on artificial intelligence and the applications of supercomputers at the University of Georgia. He has a Ph.D. from Yale University in linguistics and has taught in the freshman writing program of the University of Southern California.

DOCUMENTATION

written a bad piece of software.) On the other hand, you can safely assume that anyone who wants to use your latest package of assembly language macros will already know how to turn the computer on.

One particular problem to watch is vocabulary. You may know that a reboot, a reset, and a Ctrl-Alt-Del are one and the same operation, but your reader will not. Pick one term, explain it early on, and stick with it. The worst sin in this category is to make up terms of your own, or give new meanings to existing terms and use them without explaining them—simply because you have forgotten that you and a few colleagues are the only people in the world who know what they mean. It is almost as bad to introduce your own information in the wrong order, so the reader is unable to understand chapter 2 until he has read chapter 5.

If you have to introduce terms that are new to the user—and you

will in any manual suitable for beginners—try to do it at an even pace. If you ask the reader to gulp down a 200-word vocabulary in the first few pages, you will lose him. Instead, use concrete language that refers to objects the reader can see in front of him—for example, “Insert the program disk in drive A; hold down the Ctrl and Alt keys, and press the Del key” rather than “Boot from the program disk.” Be systematic, so that the reader gets an overall picture of how the computer works, not just a set of disconnected definitions.

In many cases you will discover that your product has two audiences: a large number of beginners and a smaller number of users who already know how to operate the computer. You should consider writing separate sections of the manual for each of these groups—for example, “Introduction for Beginners” and “Introduction for Advanced Users”.

KNOW YOUR PURPOSE

At least as important as knowing your audience is knowing what you want to do for your audience. For the whole manual, the answer is usually simple: you want to tell people how to use your software. The question of purpose becomes more important as you divide the manual into sections. Each chapter should serve one specific purpose: to tell beginners how to start the program, to explain file handling, to

P *people yank out manuals and rummage desperately through them as the computer spews out pages of unintelligible printouts or their carefully constructed spreadsheet is eaten by a hungry cursor.*

explain use of the printer, etc. The chapters should be divided into sections, each of which has a clear sub-purpose, and so on down to individual paragraphs and even sentences. Never, *never* start writing a section or subsection of any size without first knowing exactly what you want to cover in it.

ORGANIZE

Remember how people use manuals—they yank them out and rummage desperately through them as the computer spews out pages of unintelligible printouts or their carefully constructed spreadsheet is devoured by a hungry cursor. If a manual is to be used under such circumstances, it has to be arranged so that the user can determine instantly where a particular piece of

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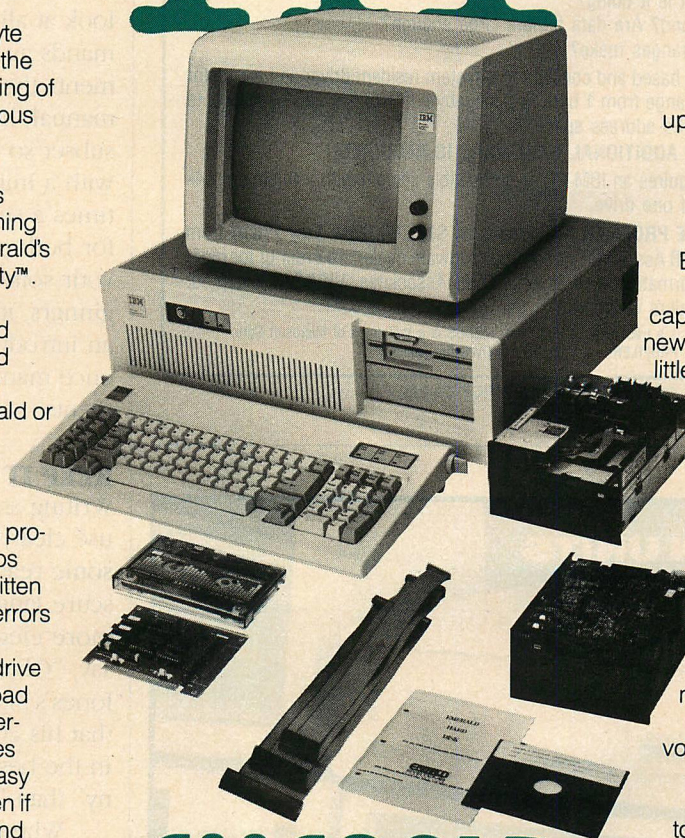
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DOCUMENTATION

information is supposed to be.

It is important to distinguish between tutorial organization and reference organization. A manual designed for quick reference should have related information in the same place—all the formatting commands in one chapter and all the cursor movement keys in another. But a person first learning to use the software may not want to look at all 120 formatting commands and all 36 cursor movements the first time he reads the manual; he wants a useful, basic subset so that he can get started with a minimum of bother. Sometimes a single manual can be useful for both purposes; more often, if your software is being used by beginners, it is a good idea to write an introductory guide and a reference manual as two separate documents.

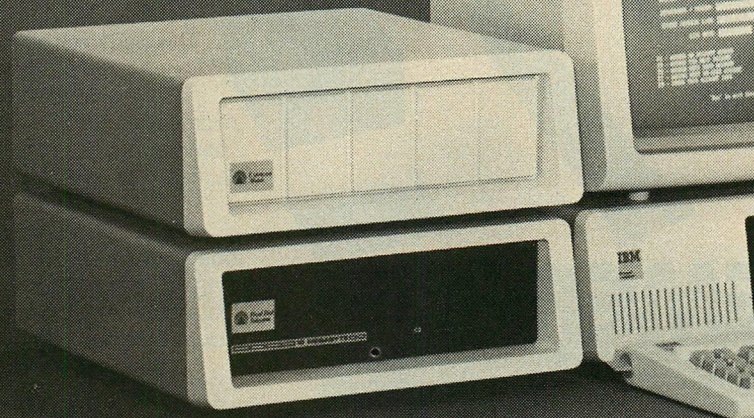
KEEP IT CLEAR

Writing students are often afraid to use clear, simple language. For some reason they think that obscure language somehow sounds more elegant—that it is better to say, "Objective consideration of Jones's situation makes it evident that his continuation would not be in the best interests of the company" than "Jones should be fired."

When you are considering firing Jones, perhaps it does sound better to conceal the painful truth behind big words. In a computer manual, however, you do not want to conceal the truth—you want to display it for everyone to see. You do not want to show off your mastery of elegant language; you want to get your ideas into the reader's head as easily as possible. In any case, if you write like a bureaucrat, you are not displaying eloquence; you are showing that you cannot get to the point, or even that you do not quite know what the point is.

Some people write obscurely because they are hemmed in by too strict a concept of English grammar.

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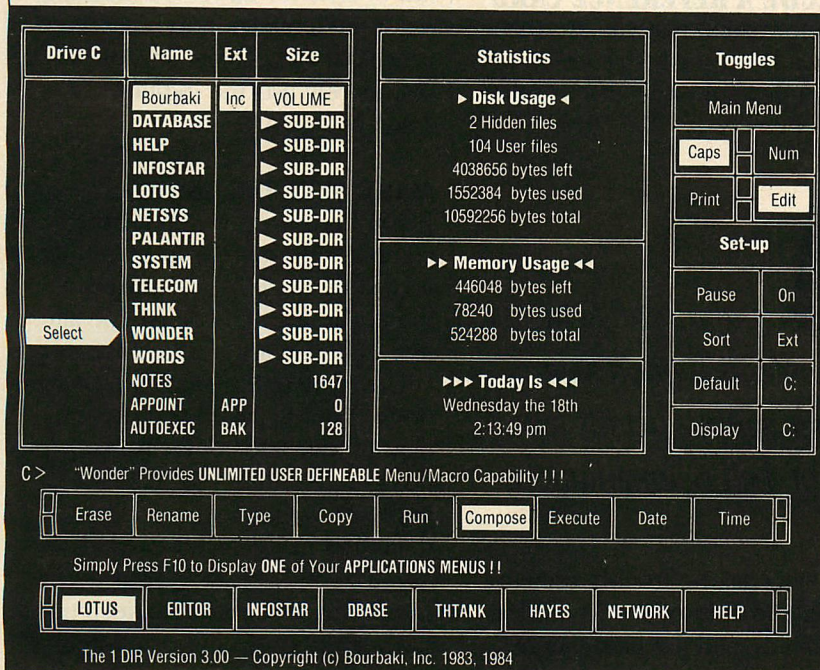


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They have been taught not to split infinitives (let's see now, what is an infinitive?), not to end sentences with prepositions, not to begin a sentence with *and* or *but*, not to say *I*, and so forth. These rules were not handed down on Mount Sinai; many of them were made up in the eighteenth and nineteenth centuries by schoolmasters who wanted to make the grammar of English as much like that of Latin as possible. When your main concern is getting your point across, do not worry too much about these strict rules of grammar. If you have grammar problems, get an English major to read through your documentation *at the very last stage*, just before it goes to the typesetter. In the meantime, don't worry about it. If you express yourself naturally, you will always be clear and almost always be grammatical; if you get bogged down thinking about grammar when you ought to be thinking about your point, your writing will probably end up being neither grammatical nor clear.

USE EXAMPLES

All along, the reader will be wondering whether he has understood you correctly, and the only way he can find out is by looking at an example and seeing whether it works the way he expects. An abundance

of examples is also a good safeguard against details left out of the documentation, and some readers will even learn the system from the examples rather than the text.

INCLUDE A REFERENCE CARD

The information that you are trying to get across usually divides up into a set of general principles that the

An abundance of examples is a good safeguard against details left out of the documentation.

user will have no trouble remembering and a set of details (codes, commands, and the like) that he won't be able to memorize all at once. The reference card should contain only the details. A good format to follow is to give the name of each command or code, its format and function, an example, and a page number in the manual where more information can be found. Page references to the manual are especially handy when they

appear in help files or error messages displayed by the program.

Naturally, the manual should include an index—one that actually helps the reader find what he is looking for. See *The Chicago Manual of Style* for advice on indexing; resist the temptation to use a word processor to generate an "index" that merely lists the locations of some common words.

MAKE SEVERAL PASSES

If you have ever written a large computer program, you know that it can't be done by just starting at the beginning and coding line after line until you are finished. Instead, you start by outlining the major sections of the program and deciding exactly what each of them is supposed to do; then you write the sections one by one; finally, test them and make improvements.

Writing English prose is the same way. If you tried to keep track of everything—from organization and subject matter down to spelling—all at once, you would become hopelessly confused. Instead, work through what you are writing several times, dealing with only one issue at a time. The following is a good order in which to proceed.

Organization. Decide the purpose of the complete document, how to divide it into sections, and what each



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DOCUMENTATION

section should accomplish. (There is nothing magical about the rigid Roman-numbered outline format that they taught you in high school; a simple numbered list of points, with room for sub-points under each of them, works just as well.)

Content. This is the step in which you actually get the information on paper—often working in an order other than that in which the materi-

al will appear. For instance, you may want to write the introductory chapter last, after you have pinned down exactly what it will lead into. If you do not yet have all the information needed for one section, you can shelve it temporarily and work on some of the others.

Style. Now that you have everything on paper, go back and improve the way it is expressed. Remove un-

needed words. Simplify sentences that came out too complex or that did not come out saying exactly what you meant. Make sure you have defined terms as they were introduced. Make small changes in the organization as you see fit.

Spelling and punctuation. The hunt for spelling, punctuation, and usage errors should be done in the very last step. If you are preoccupied with spelling and grammar from the very beginning, your attention may be diverted from what you are trying to say, and writing may become needlessly difficult. Try marking items you are unsure of at earlier stages (such as words that may be misspelled) so you are able to deal with them at this last stage.

Nothing facilitates this kind of multi-pass writing so much as a word processor. You can start by putting in the bare outline, then fill in complete sections one by one, in any order. You are free to make changes at any time without facing a time-consuming retyping task, and you can print out neat copies of incomplete drafts to show to other people and get comments.

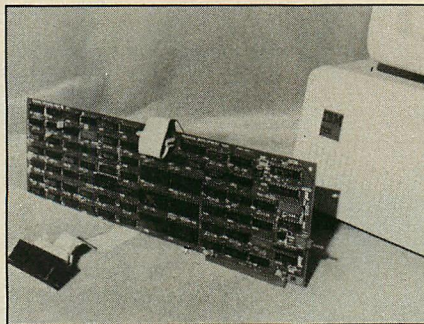
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DOUBLE CHECK

Like programs, pieces of documentation need to undergo test runs. Give the program and the documentation to a brand-new user, preferably one who knows as little about the system as possible, and encourage him to tell you about any difficulties he encounters. In fact, demand that he tell you if there is any step at which he cannot follow the instructions as you have given them. At this stage you will mainly catch errors of fact and pieces of information that are presented in the wrong order; there is practically no other way to discover problems of this sort. After all, you would not release an untested program; don't release untested documentation either.



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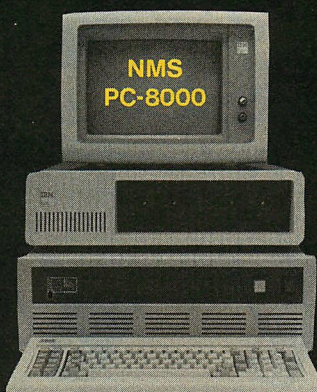
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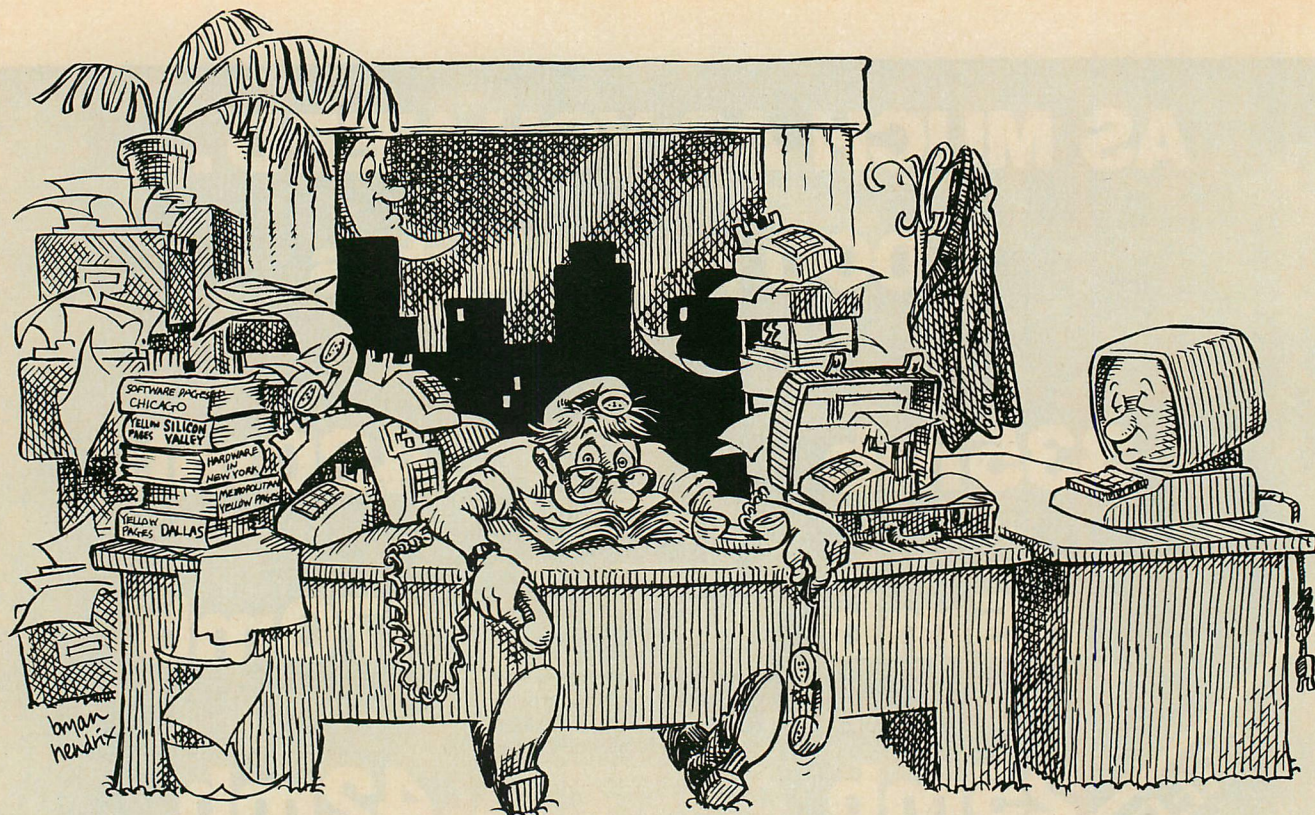
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WRITING IMPROVED WHILE YOU WATCH

Here is an example of a sentence that needs improvement. I wrote it while working on a draft of this article.

One of the best things you can do for yourself to improve your writing is to learn to cut out words that are unnecessary.

Let's start by changing *words that are unnecessary* to *unnecessary words*. And the *for yourself* toward the beginning of the sentence can go, since if you are improving your writing, you are obviously doing something for yourself.

One of the best things you can do to improve your writing is to learn to cut out unnecessary words.

Now then. What else can go? Obviously not *cut out unnecessary words*—that's the main point of the sentence. Let's see if we can hack off anything else toward the beginning. How about *things you can do*?

One of the best ways to improve your writing is to learn to cut out unnecessary words.

Not bad—but is there really any difference between *learning* to cut out unnecessary words, and just doing

it? In some contexts the distinction might be important, but it is not in this particular case.

One of the best ways to improve your writing is to cut out unnecessary words.

This leaves 15 words where originally there were 24 and cuts 40 percent off the cost of typing and printing the sentence. Because reading difficulty depends on complexity as well as length, the sentence has become more than 40 percent easier to read.

All writing needs this treatment.

Cut out words such as *basically*, *essentially*, and *very*, and phrases such as *It is obvious that*. They convey no information to the reader. Look for abstract nouns, especially words that end in *-tion*. They often indicate you have chosen a more complex sentence structure than necessary. Rework passive sentences, because fewer words are needed to say *X does Y* than *Y is done by X*, and it saves the reader some effort. Above all, eliminate repetition. If several consecutive sentences make the same point, delete all but one of them.

—MC

DEALING WITH PRINTERS AND TYPESETTERS

If you market a piece of software yourself, it is up to you to arrange production of the documentation that goes with it, and this usually means employing a local typesetter and printshop. The most vital point to recognize is that the cost of printing depends not on the number of copies produced, but on the amount of preparation, platemaking, and set-up work required. Once the printer has his press set up, he doesn't much care whether he runs it for 2 seconds or 2 minutes—which is why 25 copies will cost almost as much as 500.

In practical terms this means that the elaborateness of printing that you can afford depends on how many copies you can spread the cost over. If you are producing fewer than 50 copies, consider avoiding the printshop altogether and distributing your documentation either as a computer printout or as a high-quality Xerox of a neatly typed original. In the 50-to-500-copy range, use photo-offset—the least expensive kind of printing, in which the printer photographs your typed pages and reproduces them exactly. With a word processor and a

good letter-quality printer, you can get fine results using this method.

If you are producing more than 500 copies, you can probably afford to have your copy typeset. You must be prepared to proofread it yourself, however. Typesetters make mistakes, especially on technical material, and typographical errors in computer manuals can be disastrous. Typesetting shops that can accept your copy on disk or by modem are a godsend.

More seriously, a typesetter accustomed to putting addresses at the tops of letterheads may not know how to design a book, and your masterpiece may come out with margins too small, spacing and indentation wrong, or page numbers omitted. What you may need is a graphic artist to design a layout and then specify the type accordingly. If you plan to rely on the printer or typesetter for this service, be sure to look at samples of the printer's work, and inquire whether the layout and typesetting were done in-house. Better yet, choose your printer by finding out who printed a recent manual or corporate report that you like the looks of.

—MC



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TECH
NOTEBOOK

29

JEFF DUNTEMANN

It happens regularly: you execute the latest version of your latest masterpiece, and . . . nothing. *What's that program doing in there?* Locked up in a loop somewhere, you guess—somewhere inside 1,400 lines of Pascal. Before reaching for a debugger, you wish you could see your program chasing its tail in RAM. One glance can give you all the clues you need.

Well, you can't look. But you can *listen*.

The IBM PC is an electronic switch switching in the megahertz frequency range. It can't help but produce radio waves, FCC certification notwithstanding. (My PC is by far the "noisiest" of all of my four computers.) Perch a radio atop your system unit, and you can hear an audible signature of all machine activity—including an errant program.

Any FM radio will do. AM won't work. The *amplitude* (or voltage level) of the pulses rattling around the PC's sundry parts varies little or not at all. Their *frequency*, however, varies enormously, depending on what the machine happens to be doing; frequency variations are what an FM radio detects.

Where to set the radio dial depends on the individual characteristics of a particular radio. Tune the dial for the strongest signal; my radio works best at about 99.5 megahertz. Once you find the PC's signal, just listen for awhile.

Every task the computer performs has its own "song." Disk activity can be recognized as a series of short "phht!" pulses. The PC-DOS prompt (on my radio at least) sounds like small bells ringing. Keyboard polling loops in word processors give constant tones with the ever-present 18.2-Hz rattle of the 8253 timer interrupt in the background. If you want to hear a real concert, listen to Lotus 1-2-3 or VisiCalc recalculate a complicated spreadsheet.

The best way to use audio debugging is to listen to programs as they develop. Each time you produce a working iteration of a program, turn the radio on and listen closely to a couple of run-throughs. In time you will be able to recognize the distinctive sounds of individual procedures and program loops. This way, when something goes wrong, you will hear a different sound and have a better chance of finding where the program is hanging up.

The first time I resorted to audio debugging was in response to an intermittent 8087 chip. Every so often the 8087 simply stopped dead in its tracks, forcing a reboot. The audio signature of the comatose 8087 was unique. Instead of being rhythmic, or in any way regular, the sound was simply chaotic, as if the PC were firing its bus lines at random. Someone at Intel told me that this was probably the case.

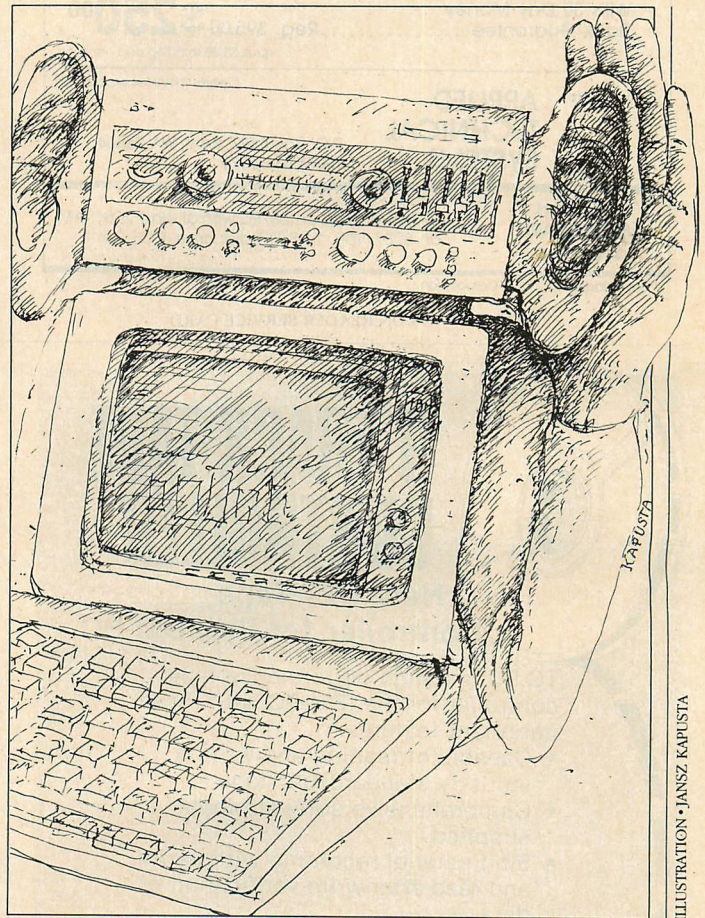


ILLUSTRATION • JANSZ KAPUSTA

Audio debugging may not be for everyone. Composed entirely of square waves, the PC's audio signature has a high-frequency edge to it that many people find supremely irritating. There are those of us, however, who enjoy being able to eavesdrop on a creature that has previously enjoyed the privilege of goofing off within the privacy of RAM, away from prying eyes and ears.



Jeff Duntemann, a programmer for Xerox Corporation, has also been an amateur radio operator for several years.

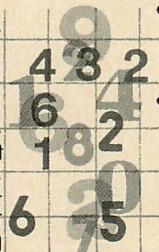
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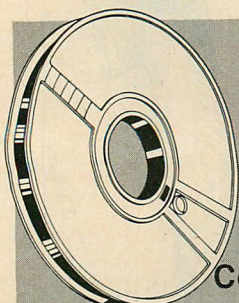
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Dilemma: Mom & Pop Hi-Tech, Inc. has been megasuccessful. It has produced three consecutive years of 100-percent-plus earnings growth. Venture capitalists have surrounded its offices; the neighborhood resembles the civic center the day before the Michael Jackson tickets go on sale. The company has a good product, adequate financing, a devoted and energetic work force. It also has a one-person management team. The president of Mom & Pop Hi-Tech, Inc. is stretched to the limit. He must either let the company's growth level off or get help from the outside.

Fortune has smiled: the president has found a talented, honest, loyal person whom he believes would be an ideal vice-president. The president is anxious to begin to turn over the company's secrets of success, to introduce him to its suppliers and its customers, to promote him as a superstar.

Unfortunately, the computer industry is filled with companies founded by former employees of other computer companies. What steps can the president take in order to reduce the risk that he will be grooming a competitor?

Let us assume that the new vice-president is honest, and that he will both sign and honor agreements not to use Mom & Pop Hi-Tech, Inc.'s trade secrets and not to engage in any venture inconsistent with devoting his full time, attention, and loyalty to his employer.

That still leaves a very difficult problem: suppose that the new vice-president proves to be as good as the president thinks he will be. Suppose that after another two years of record performance a competitor makes the vice-president a better offer. Or suppose that one of the venture capitalists that Mom & Pop Hi-Tech, Inc. has spurned de-

Unfortunately, the computer industry is filled with companies founded by former employees of other computer companies.

cides that a similar company can be built around the vice-president. Even if the vice-president resigns as soon as he decides to leave, and even if he takes no trade secrets with him, it is still not a comforting thought that he will also be taking with him all of the education, all of the introductions, and all of the promoting that Mom & Pop Hi-Tech, Inc. invested in him in order to make him a fully functioning member of its management team.

What are the options? The president can continue the status quo,

in which case his company will stop growing. He can hire the vice-president but not give him full access to the company's resources (or he can give him limited access at first and greater access later)—either will reduce the company's growth potential. He can give the new vice-president the keys to the kingdom and hope that the vice-president does not decide that he would rather have his own kingdom.

What would be best for Mom & Pop Hi-Tech, Inc. would be an option that would give the vice-president the best chance to help the company reach its full potential, yet prevent him from capitalizing on what he will gain by his association with the company except for the benefit of Mom & Pop Hi-Tech, Inc. Of course there is something to be said for the value of such restrictions to the employee as well—the company is more likely to give him prompt and full support if it does not have to temper its enthusiasm for fear that he may become a significant competitive factor.

The most direct approach (an agreement stating that the vice-president will work for Mom & Pop Hi-Tech, Inc. forever) is precluded by common sense and the Thirteenth Amendment. Likewise, an agreement that the vice-president never work for a competitor would probably be unnecessary (the industry is

Max Stul Oppenheimer, PC, is a partner in the law firm of Venable, Baetjer & Howard, located in Baltimore.

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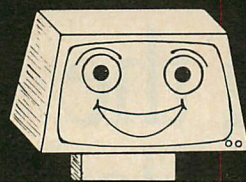
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```

0086 05 0101      add     ax,0101h
0089 12 FB        loop    short_loop
008B 33 F6        xor     si,si
008D 89 0449      mov     cx,message_len
0090                search:

AX 6343  X      H      L      ....0015Z,A,P,C  ABEL  IP 0089
BX FFFF +25411  'c'  'C'  0011 00 0 0 10010  CS 3145
CX 0009 65535  255  -001  US 3145
DX 8000 00009  000   009  SI 0001    BP FFF4  SS 3150
                                UI 278A    SP FFF2  ES 3135
                                0000 0000  -32768 -00001

1 DS:MESSAGE [BX][SI] There's never time to do
2 DS:MESSAGE+001[BX][SI] it right, but there's a
3 DS:MESSAGE+003[BX][SI] ways time to do it over
4 DS:HEX.BYTE 80 C0 FB FF 01 08 40 7F 80 FF 64 0A 12 DE AB CD
5 DS:UNIGNED_BY 128 192 248 255 001 008 064 127 128 255 100 010
6 DS:UNIGNED_BYTE -128 -064 -008 -001 +001 +008 +064 +127 -128
7 DS:HEX.WORD 8000 FFFF 0001 7FFF 8000 FFFF DE12 CDAB FFEF
8 DS:UNIGNED_WORD 32768 65535 00001 32767 32768 65535 56850 52651
9 DS:UNIGNED_WORD -32768 -00001 +00001 +32767 -32768 -00001

Alter memory DS:MESSAGE+003[BX][SI] +0001
Old,new(symbol/number/char): 72,'e
Help Display Memory Register Screen Alter Checkpoint Go Proceed Quit C
        
```

6141
>033C
FFFB
3135

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fileMASTER THE DISK UTILITY

Filename: sample.txt Segment:00000

Offset	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F	0123456789ABCDEF
0000	54	68	69	73	28	69	73	28	61	28	73	61	6D	78	6C	65	This is a sample of the Display Screen. Each byte is shown in HEXADECIMAL on the left and in ASCII in this area. The Offset values provide displacement in to the segment. To change data, just type over the HEX or ASCII data.
0010	20	6F	66	20	74	68	65	20	44	69	73	78	6C	61	79	28	
0020	53	63	72	65	65	6E	2E	28	28	45	61	63	68	28	28	28	
0030	62	79	74	65	28	69	73	28	73	68	6F	77	6E	28	69	6E	
0040	48	45	58	41	44	45	43	49	4D	41	4C	20	6F	6E	28	28	
0050	74	68	65	20	6C	65	66	74	28	61	6E	64	28	69	6E	2D	
0060	41	53	43	49	49	28	69	6E	28	74	68	69	73	28	28	28	
0070	61	72	65	61	2E	28	54	68	65	28	4F	66	66	73	65	74	
0080	28	76	61	6C	75	65	73	28	78	72	6F	76	69	64	65	28	
0090	64	69	73	78	6C	61	63	65	6D	65	6E	74	28	69	6E	2D	
00A0	74	6F	28	74	68	65	28	73	65	67	6D	65	6E	74	2E	28	
00B0	54	6F	28	63	68	61	6E	67	65	28	64	61	74	61	2C	28	
00C0	6A	75	73	74	28	74	79	78	65	28	6F	76	65	72	28	28	
00D0	74	68	65	20	48	45	58	28	67	72	28	41	53	43	49	49	
00E0	64	61	74	61	2E	28	28	28	28	28	28	28	28	28	28	28	
00F0	88	81	82	83	84	85	86	87	88	89	8A	8B	8C	8D	8E	8F	

Values: Hex=54 Bin=01010100 Dec=84 Asc=T
1 Hex 2 Ascii 3 Dsply 4 Edit 5 Find 6 Go To 7 Print 8 Help 9 Write 0 Undo

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developing so quickly that it is difficult to imagine that the vice-president's insider information and contacts would continue to have value beyond a few years at the most) and would be unenforceable as against public policy (the public policy being that competition not be restrained unreasonably and that people not be precluded from using their skills to full advantage provided that the purpose is legal).

Public policy is determined by each state and varies widely in its balancing of the competing values of permitting employees to seek new employment as they choose and of protecting the employer's ability to develop the skills and knowledge of its employees without fear that they will be used by a competitor. Notably, a California statute declares noncompetition agreements unenforceable except in extraordinary circumstances (such as when given in connection

with the employee's sale of a business to the new employer.)

What would be both sensible and enforceable (in most states) would be a so-called *covenant not to compete* or *noncompetition agreement*—an agreement that for a reasonable period of time the vice-president could not, directly or indirectly, have a financial interest in or work for a competitor within a reasonable geographic and market area. The time and market terms should be defined in the agreement and will, if reasonable, be enforced by the courts of most states. The court determines what is reasonable, depending on the particular circumstances. The more responsible the employee's position, the greater the likelihood that a given set of restrictions will be found reasonable. The higher the employee's salary, the greater the likelihood of enforceability. Courts give the employer greatest latitude in cases

where the employee was hired in conjunction with the purchase of his ownership of a company—for example, where the employee built his own company, then sold it but remained its employee.

There are two general judicial approaches to the enforceability of covenants not to compete: under the *strict approach*, if the court finds that the restrictions were unreasonable, it will invalidate the entire covenant, leaving no restrictions on the employee; under the *blue-pencil* approach, if the court finds the restriction too severe, it may rewrite the agreement and place what it deems to be reasonable restrictions on the employee.

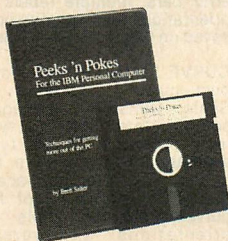
The possibility of a court's review of the noncompetition agreement must, of course, be considered. The more immediate consideration, however, is the employee's review—if he would agree to perpetual, absolute loyalty without

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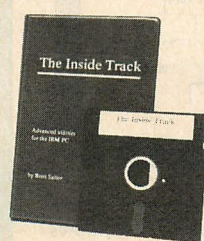
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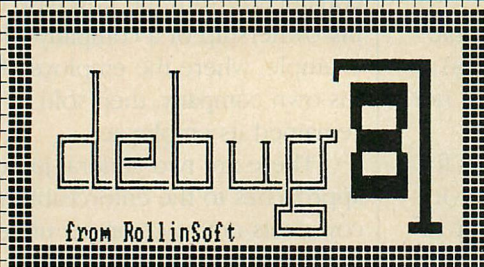


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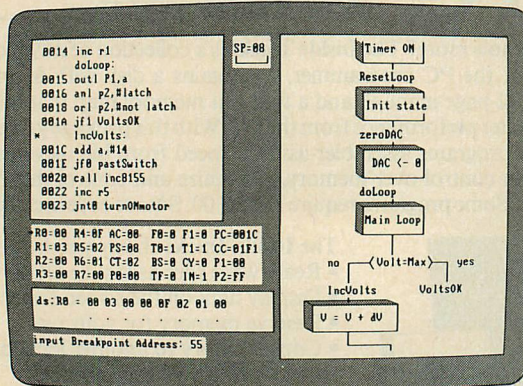
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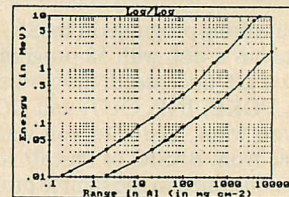
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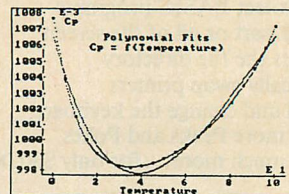
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reservation, perhaps the company should reconsider its choice. The company and the employee should agree on a reasonable period following the termination of their relationship during which time the employee could not work for a competitor. Given the rapid development of the industry, it would be surprising if the employee would agree to more than a few years; given the potential importance of a key person in the industry, it is unlikely that the employer would accept less than one year.


The limitation period should have some exceptions, such as the bankruptcy of the company. Other exceptions, such as the sale of the company, will present a more difficult problem—the employee may prefer to work for a small company and want the right to work elsewhere if his employer suddenly becomes part of a conglomerate; the employer, however, may be unable to sell the company unless he can deliver to the potential purchaser an intact team and some promise of at least temporary protection from employee defections.

Reaching an agreement on an absolute time period may be difficult, and the solution may be to tie the noncompetition agreement to other elements of the employment arrangements. For example, if the employee is entitled to bonuses, the level of the bonuses might be increased if he met certain noncompetition conditions (or decreased if he did not, provided that the provision is structured so as not to violate the requirements of state or federal pension laws).

Another approach might be to continue all or a portion of the employee's salary during the period in which he agrees not to work for a competitor—for example, the employer might agree to pay the difference between the employee's old salary and a lower salary he was forced to accept by virtue of being foreclosed from accepting competi-

tive employment. During the term of the agreement, it would be most helpful if the employee were obligated to advise the employer whenever he changed jobs, so that the employer could make a judgment on the compliance with the agreement.

The subject of a covenant not to compete should be raised imme-

diately with any employee who holds a position of trust. Furthermore, the employer should not be thinking only about negotiating such a covenant; he should also be determining whether or not the prospective employee is already under similar obligations to a previous employer. After all, other people do read this column. 

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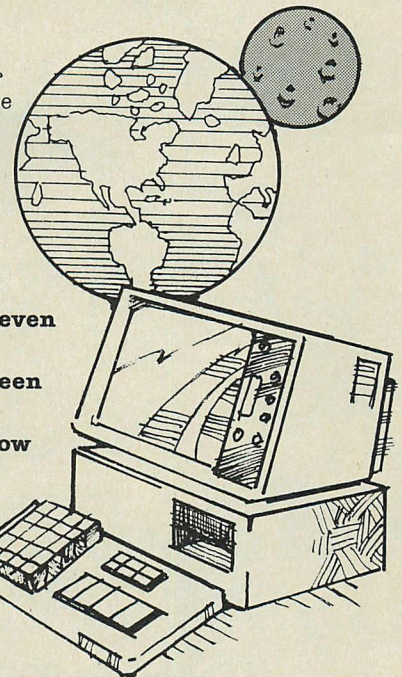
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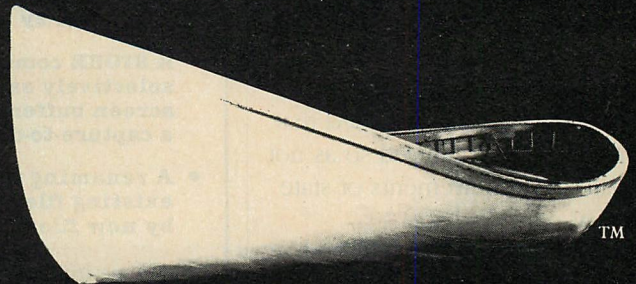
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Turbo Pascal



P*C Tech Journal's* product of the month for January 1985 is Borland International's Turbo Pascal compiler. Turbo Pascal is recognized for its high performance, clear documentation, and approachable cost. These factors, combined with Borland's recognized highly responsive end-user policy, have quickly transformed Turbo into the "People's Pascal."

Turbo Pascal includes all the necessary program development tools in one smoothly integrated and bug-free package. The editor, compiler, and run-time system operate within a consistent and well-engineered environment. All aspects of execution are blindingly fast, particularly when they are compared to other compilers that require multiple passes plus a link step and, of course, a stand-alone program editor. The documentation, if not elegant, is clearly written and well-organized.

Turbo Pascal's full-screen editor is supplied with WordStar-compatible control functions, but Borland has thoughtfully supplied an installation program with which the user can tailor the editor. Once a program has been entered, a single keystroke invokes the compilation step. The compiler flags language syntax errors by suspending compilation and returning automatically to the editor with the cursor pointing to the probable location of the error. Run-time errors are handled with similar magic.

In addition to its being intelligently designed, the package of language extensions that are incorporated into Turbo Pascal permits a degree of hardware portability that is rarely found in language systems. For example, the screen control unit has been standardized so it is possible to take a Turbo Pascal pro-

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gram and compile it on any machine that is able to run CP/M-80, CP/M-86, or MS-DOS, regardless of the specific machine's screen-ad-dressing requirements.

Extensions to the standard ISO Pascal language definition include the following:

- 8087 support
- Overlays and program chaining
- Color, graphics, and sound support

- In-line machine code
- PC-DOS function calls
- User-defined device drivers
- Simplified file-handling routines
- Direct access to absolute and relative memory locations
- Windowing support

The program is also flexible. Options at the main menu allow a user to allocate dynamic memory according to the applications program's requirements. Another option directs compiler output to either memory or a disk .COM file. This feature highlights one of the more stellar qualities of Turbo Pascal: interactivity. A program can be written, debugged, and groomed with the ease of an interpreter-based environment, then compiled to a disk .COM file for stand-alone applications.

Its minor limitations notwithstanding, Turbo Pascal is an outstanding program development tool for all but the most sophisticated of applications. In typical fashion, Borland International's second version of the package improved on the original release in significant ways. The popularity of the product keeps third-party suppliers rushing in order to provide ever more features and functions for the Turbo Pascal programmer.

An excellent choice for program development with a rather amazing price/performance ratio, Turbo Pascal continues to show itself to be a unique package in the IBM PC language arena.



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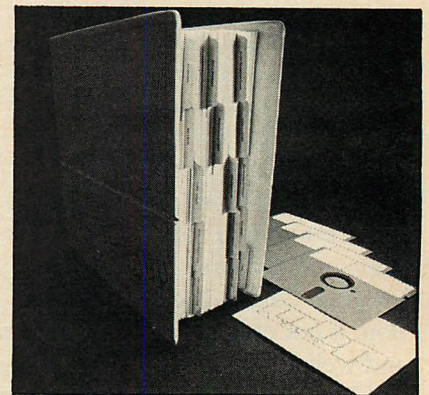
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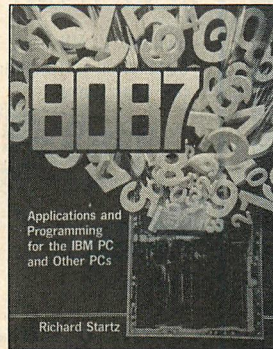
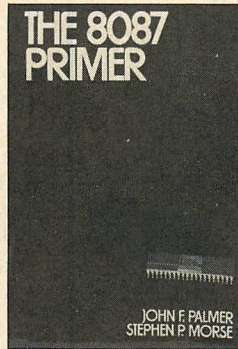


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The 8087 Primer

John F. Palmer and Stephen P. Morse
(Wiley Press, New York, NY, 1983)
182 pages; paper, \$16.95

8087: Applications and Programming for the IBM PC and Other PCs

Richard Startz
(Robert J. Brady Co., Bowie, MD, 1983)
276 pages; paper, \$22.95

There are only two ways to use the power of Intel's 8087 math coprocessor chip: make use of prewritten support libraries included with many language compilers and interpreters or bear down and write your own support routines in 8086/87 assembler. By using canned libraries you can treat the 8087 as a black box; but if you want to "roll your own," you must know the workings of that black box *intimately*.

The Intel product literature for the 8087 may help you if you are a seasoned 8086/88 assembly-language programmer. The Intel documents are like most vendor-published microprocessor documents: they *state*, but they do not *explain*. In order to learn the 8087 from the ground up, you need a good book and a chance to play.

The 8087 Primer by John F. Palmer and Stephen P. Morse would seem to have the inside track: Morse designed the 8086 and Palmer designed the 8087. The book was designed to be a companion volume to Morse's earlier book, *The 8086 Primer*, which I found to be a reasonable introduction to the 8086.

The 8087 Primer is divided into three parts: an overview of the 8087, a detailed discussion of its architecture, and an 8087 programming tutorial. The overview is by far the best part of the book. Most of the trick in understanding the 8087 lies in understanding the problems of expressing real numbers as

collections of bits, along with the problems of rounding, division by zero, and infinities. Palmer spends a lot of time with these issues, covering them thoroughly. The overview of 8086/87 interface is also well done; it does not bury the reader in details. Without a feel for how the 8087 works together with the 8086, trying to understand how the 8087 works itself is hopeless.

Once into the section on the 8087's architecture, Palmer started to lose me. In part it was due to the compression of the information. This small book covers a topic as dense as any in personal computing. Moreover, Palmer's writing does little to make this brutal subject comprehensible to the uninitiated.

A sample sentence: "To be sure of safe treatment of infinities, we should make sure that the 8087 is in its projective mode of infinity arithmetic (since the sign of the infinity result in this case is determined by whether we are dividing by plus zero or minus zero, which in turn may be an accident of some previous roundoff.)"

For a reader who may still be reeling from the very notion of plus zero or minus zero (not to mention wrap-around infinities), this is quite a heavy piece of text to digest.

The final section on programming completely cops out: Palmer spends most of this section explaining how to program in FORTRAN. This must be filler; it says nothing at all about how FORTRAN interfaces to the 8087 internally. It is simply a lesson in entry-level FORTRAN. A programmer who managed to survive this section with its 80-bit registers and NAN (Not A Number) flags will hardly require two whole pages explaining logical IF statements.

At the end of the next section is a short lesson on assembly-language programming. In a spare 12 pages it says very little that will help a programmer write his own 8087 support library.

What it does say is tied closely to Intel's own 8086 assembler, ASM-86, so is not of much use for people using the Microsoft macroassembler on the PC.

I have been attributing *The 8087 Primer* to Palmer all along because Morse is a much better writer than the prose would indicate. I suspect Morse acted mostly as an 8086/88 consultant on the book. His own style, which I enjoyed so much in *The 8086 Primer*, is nowhere to be found.

At \$16.95, this is an expensive book just for the overview. Sadly, I cannot recommend it in light of there being a much better book from Brady Communications, Inc.: *8087*, by Richard Startz.

To the extent that *The 8087 Primer* is general and theoretical, *8087: Applications and Programming for the IBM PC and Other PCs* is a roll-up-your-sleeves-and-do-it book, focusing on the IBM PC and the PC Macro assembler. This is not to imply that it is an *easy* book, but it has more to offer the programmer than *The 8087 Primer*.

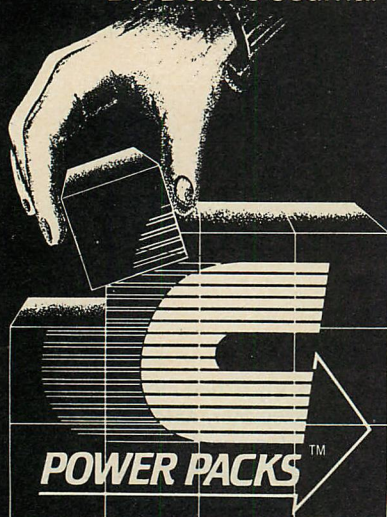
Startz begins by explaining what the 8087 can do and when it should be used, along with some benchmarks comparing the 8087's performance to that of other micros and some formidable mainframes, including the VAX and DEC 20 series. From there it plunges into the 8087's jungle of registers and bit-mapped mathematics. I personally could have used a little more overview and a lot more diagrams.

Because the 8087 cannot be used without the 8088, Startz includes a beginner's tutorial on programming the 8088 in assembly language. I would not leave a beginner with this tutorial and nothing else to go on, but as a review, it is nicely done, especially because it covered only those aspects of 8088 necessary to work with the 8087.

One problem with the book is its neglect of a large portion of its potential audience. High-level language inter-

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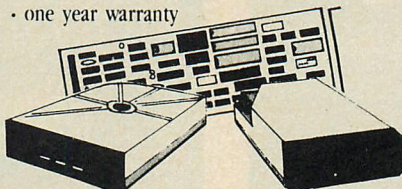
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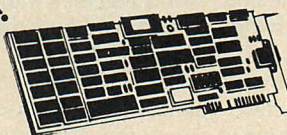
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BOOK REVIEWS

face examples, when given, focus on interpreted and (mostly) compiled BASIC. I would like to have seen even brief examples of 8087 interfaces to IBM FORTRAN and IBM PASCAL, both of which are heavily used for math-intensive scientific programming. The author's coverage of 8087 interface to BASIC, however, is complete and very detailed, including printer dumps of DEBUG sessions, including handwritten marginal comments and explication.

The last several chapters of the book are most certainly the hardest to approach for a person not thoroughly steeped in engineering math. Startz covers 8087 applications in linear systems and matrix inversion, including assembly-code implementations of Crout decompositions of matrices. He works briefly with solving non-linear functions with the 8087, and finally offers a 500-line statistical analysis program in BASIC which relies on the 8087.

8087's index is superb, a model of what a microcomputer book index ought to be, but rarely is. I had hoped for a glossary (for quick reference to the various wraiths that live inside the 8087) but none was included.

This is a rough subject, and 8087 is a rough book. In the introduction, Startz says, "The 8087 isn't just fast, it's very easy to use." This, however, is not so, not by a long shot. Without a firm grounding in both mathematics and 8088 assembly language, you will go nowhere with this book.

But that is not the book's fault. Within those areas of the book where the math did not swamp me, Startz showed himself to be an able explainer, at ease with both his subject and the English language. The diction is conversational and does not get in the way of the subject. The typeface of the book itself is set in small and tightly set, which is rough on the midnight reader. Retypeset and spread out a little, the book would be much more attractive and less tiring to read. As an adjunct to the book, Brady Communications offers all the program listings (both source and object) on IBM PC diskette for \$30. For the statistical analysis program alone, that is probably a good buy.

Not many people are going to write books on the 8087. Not many people understand it well enough to use it, much less understand it well enough to teach it. Richard Startz's 8087 should grow to be a classic in its very narrow field. When I need to know something about the 8087 in the future, this is the book I will reach for.

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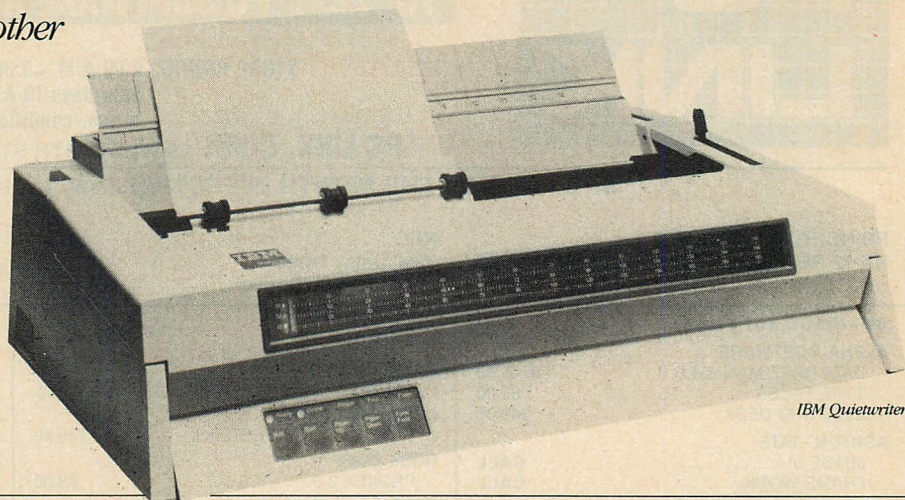
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Hardware, software, and other developments for the PC.



IBM Quietwriter

HARDWARE

IBM has introduced two new letter-quality printers. **Quietwriter** uses a new print technology that electronically "paints" ink onto the paper using a special resistive ribbon, electronic type fonts, and an electronic printhead. The printhead, which contains 40 tiny electrodes, releases a current that generates pinpoints of heat in the ribbon. The ribbon releases its ink in response to the heat. The printer operates at 40 to 60 characters per second, depending on which of the four pitches is used. Automatic single-sheet feed and continuous forms feed attachments are options. The **Wheelprinter** operates at 25 cps. It has automatic cut-sheet feed as well as continuous forms feed as standard features. It uses a cartridge printwheel and operates bidirectionally in any of four pitches. Prices: Quietwriter, \$1,395; Wheelprinter, \$1,795.

Also recently announced by IBM is the **PC/AT/370**, which functions as three workstations in one: a System/370 Conversational Monitor system workstation; an IBM 3278/79 display attached to a host computer; and a standard AT. The PC/AT/370 processes System/370 programs approximately 25 to 116 percent faster than the XT/370 and it processes up to 8MB of virtual storage. An

optional upgrade kit allows the AT, with VM/PC 1.1, to execute many System/370 instructions. The kit includes a PC/370 processor card and 512KB PC/370 memory card. Prices: PC/AT/370, \$9,795; Upgrade kit, \$3,095.

IBM
900 King Street
Rye Brook, NY 10573
914/934-4825

CIRCLE 476 ON READER SERVICE CARD

Emulex Corporation has added a memory expansion board to its Persyst product line. The **PC/Short Memory board** is a four-by-five-inch board that mounts in the short expansion slot of the PC/XT or Portable to provide 384KB of add-on memory. This enables the user to achieve full memory capacity in a short-slot plug-in when used with the 256KB motherboard, leaving the long slots free for use by other functional boards. The short board will also plug into a full-size slot in the PC/AT, adding the 128KB required to realize the 640KB capacity of this unit. Board memory is available in five configurations, expandable in 64KB increments. Memory capacities of 128KB, 192KB, 256KB, and 384KB are switch-selectable. Byte parity is provided. \$259

for 64KB version to \$759 for the 384KB board.

Emulex Corporation
3545 Harbor Blvd.
P.O. Box 6725
Costa Mesa, CA 92626
800/854-7112
714/662-5600 (in California)

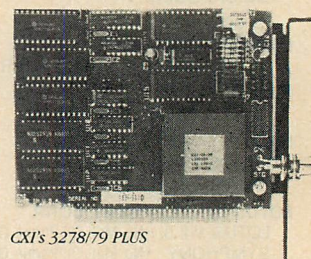
CIRCLE 473 ON READER SERVICE CARD

CXI recently announced two 5-inch interface boards and supporting software for IBM Personal Computers. The **3279/79 PLUS PC Connections**, available either as a coaxial connection or as a modem connection, perform full 3278/79 emulation as well as some 3270 PC capabilities, enabling a personal computer to access 3270 applications on a host computer and concurrently run standard PC applications software. The newest member of CXI's Connectware family, the 2178/79 PLUS is available as a coaxial connection for attachment to IBM cluster controllers as a modem connection for remote attachment emulating an IBM 3274. The windowing function of the CXI 3278/79 PLUS allows the user to simultaneously view a host session, a PC-DOS session, and two note pads. Control is from a standard IBM PC keyboard. Information from the host and PC sessions can be combined in the note pads in any manner, allowing the user to generate personalized reports. Both

products, \$1,145. A software upgrade for existing CXI PCOX or 3278/79 Coaxial Connection customers is available for \$145.

CXI, Inc.
3606 West Baysshore Road
Palo Alto, CA 94303-4229
415/424-0700

CIRCLE 469 ON READER SERVICE CARD

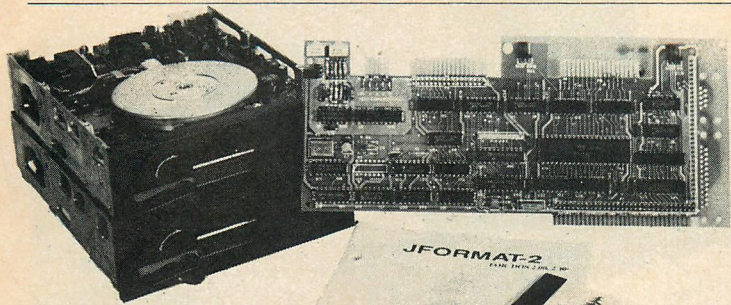


CXI's 3278/79 PLUS

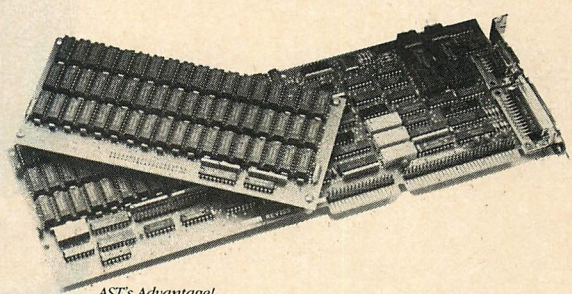
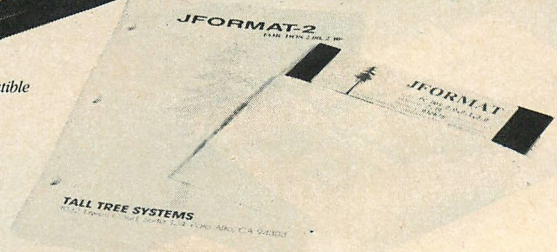
Digital Communications Associates' 911 is a full-duplex dial-up modem designed for use in a two-wire general switched telephone network. This modem operates at speeds of 1,200 bps or 2,400 bps, complying with CCITT V.22 bis, V.22, and BELL 212A standards. The 911 has automatic calling and answering functions through the RS-232 interface and also has an integrated line monitoring speaker. \$1,195.

Digital Communications Associates
303 Technology Park
Norcross, GA 30092
404/448-1400

CIRCLE 467 ON READER SERVICE CARD



Tall Tree Systems AT-compatible diskette drives



AST's Advantage!

Tall Tree Systems has announced a hardware and software package that puts 1.2MB IBM PC/AT-compatible diskette drives in the IBM PC and XT. The diskettes hold more than three ordinary diskettes. The AT drive package includes a Teac 1.2MB half-height drive, a Teac 360KB half-height drive, Tall Tree Systems proprietary diskette controller that supports up to four drives, a mounting bracket, and software to format, read, and write 1.2MB drives. The package is also available with one 1.2MB drive (no 360KB) and with two 1.2MB drives. The diskette controller can plug into a JRAM-2 memory board, putting up to two megabytes of RAM plus the diskette controller in a single slot. A boot PROM will be available soon to allow PCs to boot up from a 1.2MB drive. Two-drive package, \$499.

*Tall Tree Systems
1032 Elwell Court
Suite 124
Palo Alto, CA 94303
415/964-1980*

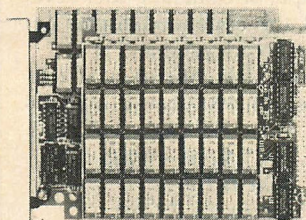
CIRCLE 475 ON READER SERVICE CARD

IDEA Minimax and IDEAmimi are plug-in cards for the IBM Portable from **IDEAssociates**. IDEA Minimax, designed for the short slots of the Portable, offers up to 384KB RAM memory in a double-decker configuration. With 128KB on the base board plus 256KB on the

override card, it takes only one slot in the PC, XT, or Portable. The IDEAmimi I/O card has been redesigned to fit the Portable. The card offers a choice of two serial ports, parallel port, and clock/calendar options. It is designed with a COM3 port to link four PCs, XTs, or Portables in the IDEAsare local area network. Both the IDEAmimi and the IDEA Minimax come with a library of multifunction software. IDEA Minimax, \$295 with 128KB to \$625 with 384KB. IDEAmimi, \$195 with one option to \$270 with four options.

*IDEAssociates
7 Oak Park Drive
Bedford, MA 01730
617/275-4430*

CIRCLE 472 ON READER SERVICE CARD



IDEA Minimax from IDEAssociates

Advantage! is a multifunction expansion board from **AST** that allows IBM PC/AT users to add up to 3MB of RAM to take full advantage of the AT's high performance bus and larger memory addressing capability. The user-

upgradable memory is designed to hold either standard 64KB chips or the new generation of 256KB chips. Advantage! also offers up to one IBM-compatible parallel printer port, two serial ports, and a game port. \$595.

*AST Research, Inc.
2121 Alton Avenue
Irvine, CA 92714
714/720-1824*

CIRCLE 474 ON READER SERVICE CARD

AT Power is a multifunction expansion card that adds up to 4MB of memory to the IBM PC/AT from **Profit Systems, Inc.** Its base configuration has 128KB parity checked memory. I/O ports include both serial (switch selectable) and parallel ports as standard features and an optional second serial port and/or game port. \$495.

*Profit Systems, Inc.
4655 Old Ironsides Drive,
Suite 400
Santa Clara, CA 95050
408/748-9551*

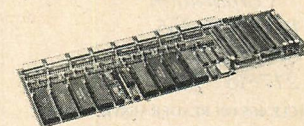
CIRCLE 471 ON READER SERVICE CARD

Digigraphic Systems Corporation has announced a multichannel communication board that runs on the PC/AT, PC/XT, and compatibles. The **COM-8** fits into an expansion slot in a microcomputer chassis, adding eight individually addressable serial ports to the IBM and compatibles. COM-8 boards can be chained together to enable a

system to support as many terminals as the microcomputer's memory capacity and operating system will allow. Prices: COM-8, \$629; COM-4, which adds four individually addressable serial ports to the AT, XT, and compatible machines, \$309.

*Digigraphic Systems
10273 Yellow Circle Drive
Minnetonka, MN 55343
612/935-9111*

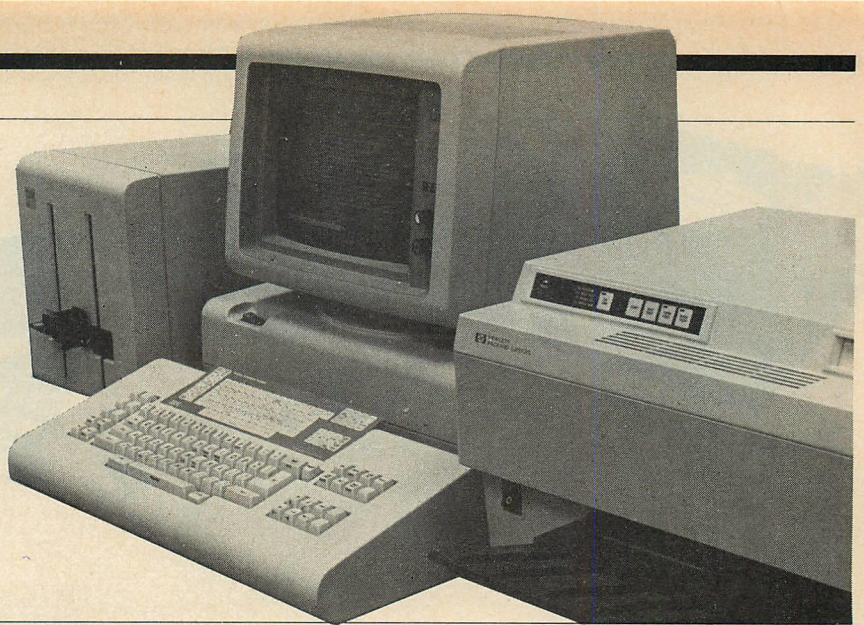
CIRCLE 470 ON READER SERVICE CARD



COM-8 from Digigraphic Systems

The new **HAL PCI-2000** is a plug-in card for the PC that interfaces the computer to a shortwave radio for copying radio-teleprinter and Morse code signals. Signals that could be copied include news services and amateur radio communications. The PCI-2000, by **HAL Communications Corp.**, can also transmit Morse and teleprinter signals in applications that would require two-way radio communications. The unit includes 300 baud ("103 type") modem tone sets for both half- and full-duplex operation and a 1200 baud ("202 type") half-duplex tone set. An external FCC-approved DAA isolation device (Bell CDT or equivalent) is

LaserRight



required for connection to the telephone line. The PCI-EXT optional Connector Expander separates the various lines on the PCI-2000's DB-25 connector for easy phono-cable connections to the radio and other equipment. The PCI-2000 comes with an advanced split-screen terminal operating system on disk. PCI-2000, \$595; PCI-EXT connector expander, \$49.

HAL Communications Corporation
P. O. Box 365
Urbana, IL 61801
217/367-7373

CIRCLE 465 ON READER SERVICE CARD



HAL PCI-2000

Extended Systems has announced two new models to its **LaserRight** professional workstation printing family. The **ESI-2513** and **ESI-2517** intelligently support a laser printer on up to three PCs. A special included driver allows IBM's DisplayWrite 2 text-processing package to be used, as well as other standard applications software packages. The two new models have cluster controllers that occupy only one option

slot in one PC, PC/XT, or PC/AT. ESI-2513 accepts input from the host PC and from external parallel output ports (Centronics type) from up to two external PCs. Once accepted, the inputs are converted to a serial format while, at the same time, buffering the data for the laser printer. ESI-2517's output buffering capabilities are the same as ESI-2513's; however, ESI-2517's cluster controller accepts input from the host PC and from external serial output ports of up to two external PCs. Each LaserRight comes with a laser printer, cluster controller, cabling, diagnostic hardware, DisplayWrite 2 driver, spooler software, documentation, and consumable starter kit. LaserRight, \$4,695 (call the company for options and pricing).

Extended Systems
6062 Morris Hill Lane
P. O. Box 4937
Boise, ID 83711
208/322-7163

CIRCLE 463 ON READER SERVICE CARD

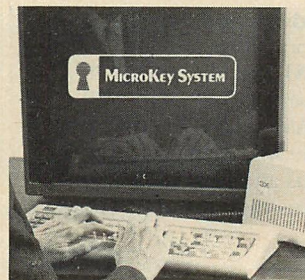
Video Associates Labs, Inc. has announced a new plug-in circuit board for the PC that allows the overlay of computer-generated text and graphics on any incoming video source. **PC-MicroKey System** is offered at two distinct product levels. Without special programming, any

currently available, off-the-shelf software for the PC can be used to combine the realism of video with the flexibility of computer-generated text and graphics in a simultaneous display.

Level I is a low-cost, RGB-only system designed for use with video disc players equipped with external sync. The monitor required is the Sony KX series or its equivalent. Level II offers the added feature of broadcast-quality NTSC composite video output to the RGB capability of the Level I system. The PC-MicroKey System Level II allows the flexibility of overlaying not only the output of any video disc player, but also any video tape player, still-frame video tape, or camera. Under Level II, this combined display can be broadcasted and recorded. PC-MicroKey System Level I, \$900; Level II, \$1,805.

Video Associates Labs, Inc.
3933 Steck Avenue
Suite B-106
Austin, TX 78759
512/346-5781

CIRCLE 464 ON READER SERVICE CARD



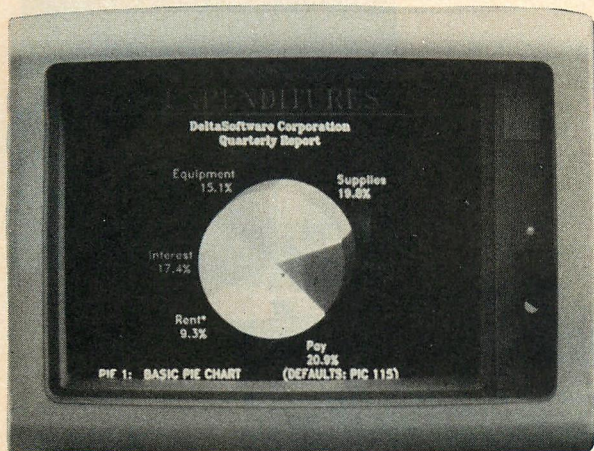
PC-MicroKey System

AQUIX Advanced Systems, manufacturer of the high capacity Network Data Systems AQMS 513, and **Gateway Communications**, manufacturer of the G/NET Local Area Network, are combining efforts to provide a high capacity, high performance local area network system for the IBM PC and compatibles. The **AQMS 513-G/NET LAN** combination provides a complete office automation network solution comprised of networking, large mass-storage, streaming tape back-up and built-in security. The combination will be available through the participating outlets of both Aquix and Gateway. AQMS 513, \$28,000.

AQUIX Advanced Systems
140 Adams Blvd.
Farmingdale, NY 11735
516/293-7810

CIRCLE 468 ON READER SERVICE CARD

General Parametrics Corporation has introduced two new video display products, **VideoShow** and **PictureIt**. The two make up a business presentation system that produces high-quality graphic images in 1,000 colors that can be displayed on any color television, color monitor, or video projector. The presentations are created on a personal computer, so they can be customized and



PictureIt and VideoShow



changed in minutes at no cost. VideoShow's wide color range and its slide-like clarity are due to MacroVision, a new display technology that uses microdots instead of pixels. This enables the graphics display to have up to 1,000 colors in any picture and a 1/2000 horizontal positioning accuracy (HPA) as opposed to the maximum 16 colors and a 1/640 HPA in systems previously available.

Using the PictureIt software on any PC or compatible, the businessperson prepares a presentation on diskette. Twenty-five different bar, line, pie, and word chart formats can be combined and modified to produce an almost infinite variety of business graphics. The PC is used only for creating the graphics—not for giving a presentation. Instead, the diskette is inserted into VideoShow, the 16-pound portable hardware; VideoShow is then connected to any color display, and the presenter uses a handheld, wireless remote control to direct the presentation. VideoShow, \$3,499; PictureIt software, \$595.

General Parametrics Corporation
1505 Solano Avenue
Berkeley, CA 94707
415/459-4003

CIRCLE 466 ON READER SERVICE CARD

SOFTWARE

The **IBM Personal Computer Software Support Center**, which provides technical assistance on IBM PC software products, has been expanded and is now available on an annual subscription basis. The center began as a pilot program in January 1984. Its services now include technical assistance on 35 PC software programs and a monthly newsletter with tips and techniques, information on new products, and in-depth technical articles. For the annual membership fee, subscribers receive the newsletter and may call the center on a fee basis for information about using a program's features and functions, as well as in-depth assistance with programming and technical aspects of the product. The center operates from 10 a.m. to 6 p.m. EST. The annual membership fee is \$40; subscribers pay \$40 for one or more telephone calls on a specific question.

IBM Corporation
Entry Systems Division
P. O. Box 1328
Boca Raton, FL 33432
800/426-2700

CIRCLE 461 ON READER SERVICE CARD

dbug 88, a new software debugger from **Cybernetic Micro Systems**, executes 8086/88 object code on the PC, PC/XT, and compatibles.

Cybernetics' **SIM 8051 Simulator/debugger** executes 8051/52 object code (read from Intel Hex format files) on the PC and compatibles. The single-letter commands used to control the debugger and the simulator, combined with the multiwindow display of processor state, give the user unprecedented, interactive, dynamic control over the program that is being debugged. **dbug 88** allows the user to step through and track everything he wants to see, to determine where the program is incorrect. **dbug 88**, \$195; **SIM 8051 Simulator/debugger**, \$395.

Cybernetic Micro Systems
P. O. Box 3000
San Gregorio, CA 94074
415/726-3000

CIRCLE 460 ON READER SERVICE CARD

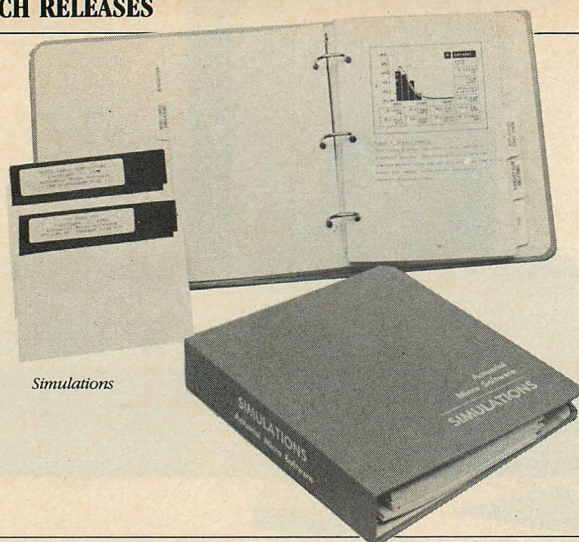
B&L Computer Consultants has released three new products: **MULTI-JOB** is a software package that allows up to nine PC-DOS-compatible programs to be running at the same time. It supports PC-DOS 2.0, 2.1, and 3.0. **AT DOS** is an extension to the PC-DOS operating system that allows the user to run programs under the real mode using standard PC-DOS or under the protected mode of the 80286 processor. Running programs under the protected mode enables the

user to take advantage of the vast memory addressing capabilities; programs under the protected mode can use up to 16MB of actual memory or 1 gigabyte of virtual memory. **SMARTWIRE** is a low-cost LAN for the PC, PC/XT, and PC/AT. In the **SMARTWIRE** environment, each user can have additional disk drives and character devices, such as printers, that are actually on another machine. At the highest level, the new devices are DOS drivers and standard DOS devices; programs can be loaded from a remote machine as if they were local. The **SMARTWIRE** OEM package comes with a low-level driver that uses a standard communications port. **MULTI-JOB**, \$159 (demo copy, \$25); **AT DOS**, object code licenses begin at \$5,000, source code licenses begin at \$20,000; **SMARTWIRE**, \$5,000. (OEM package)

B&L Computer Consultants
7337 Northview, Suite B
Boise, ID 83704
208/377-8088

CIRCLE 459 ON READER SERVICE CARD

Tym/VSAM, a program recently released by **InfoTym**, provides critical VSAM support for PC/XT users. The system supports processing for programs written in PL/I, COBOL, and assembly languages. Index information and data are stored in a single CMS file under the program's management. It does



Simulations



Bakup

not require VM/PC modification, so a program can be tested at the same workstation where it was developed. Tym/VSAM is also an effective tool for mainframe users. Programs can be developed on the PC/XT, sent to the mainframe, then run with the mainframe version. Tym/VSAM for PC/XT, \$395; Tym/VSAM for mainframes, \$5,000 (for a limited time).

InfoTym

Tym/VSAM Marketing
20705 Valley Green Drive
Cupertino, CA 95014
800/325-1551
314/232-4910 (collect
from Canada)

CIRCLE 458 ON READER SERVICE CARD

InfoTools, Inc. has announced **Bakup**, a high-speed, intelligent program to back up and restore any or all of the files on a fixed disk on the PC/XT, PC/AT and compatibles. **Bakup** speeds, automates, and manages the back-up process; creates a database of back-up information; simplifies the retrieval of backed-up data; and prints a variety of reports, among other things. According to InfoTools, the key to **Bakup**'s speed and convenience is the intelligence built into the package. Where a streaming tape device copies every disk track onto tape, **Bakup** copies only changed files onto the output. Another unique feature of **Bakup** is its database of back-up information called

a catalog, that is automatically created during the back-up process; the program supports a number of restoration choices. **Bakup** also features a convenient back-up/restore time and diskette forecast, a reporting module, a disaster recovery mode, color support, and context-sensitive help screens. \$149.95, plus \$5.00 shipping and handling.

InfoTools, Inc.

1138 Pomeroy Avenue
Santa Clara, CA 95051
800/538-8157, ext. 801
800/672-3470 ext. 801 (in
California)

CIRCLE 462 ON READER SERVICE CARD

SoftCraft, Inc. has released a new database management tool product that provides a fast, easy-to-use method for building database queries.

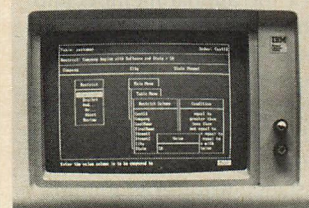
Xtrieve, developed for the PC, is a data dictionary that provides a virtual table interface to data files, allowing users to quickly retrieve information from the database. **Xtrieve** is menu-driven and allows a user to define any virtual table consisting of data from one or more files, then use a full range of restriction criteria to query the data. **Xtrieve** is available in a LAN version, allowing multiple workstations to access the same files simultaneously. **Xtrieve** is available for MultiLink, PCnet, NetWare, Omni-

Net, and EtherSeries LANs. **Xtrieve** is based on **Btrieve**, a file management and record retrieval system that uses the b-tree file management structure; it also provides a DIF interface and other interfaces that allow it to transfer information between existing Lotus 1-2-3 and dBASE II files. **Xtrieve**, \$195; **Xtrieve** network version, \$395.

SoftCraft, Inc.

P. O. Box 9802
#590
Austin, TX 78766
512/346-8380

CIRCLE 451 ON READER SERVICE CARD



Xtrieve

Actuarial Micro Software has announced **Simulations** for the PC. **Simulations** is a statistical software package that allows the user to analyze past experience and explore future possibilities. The package includes the General Application Simulation System (GASS) and Monte Carlo Simulations. GASS simulates up to 10 variables simultaneously and combines them into one user-defined algorithm; using GASS, almost any statistical model can be constructed and its risks

quantified. Monte Carlo Simulations incorporates statistical analysis and simulation capabilities. The Chi-Square Goodness of Fit Test is used to match a set of raw data to a standard distribution. Monte Carlo Simulations also acts as a front-end to GASS by analyzing past experience, and can enhance GASS results with additional graphics and reports. **Simulations** package, \$395 (demo package, \$50); GASS (separately), \$325; Monte Carlo Simulations (separately), \$125.

Actuarial Micro Software
3915 A Valley Court
Winston-Salem, NC 27106
719/765-5588

CIRCLE 452 ON READER SERVICE CARD

QCAD SYSTEMS, INC. has announced **QPARSER SYSTEM**, an LR(1) parser generator complete with sample compilers and a free copy of Turbo Pascal. **QPARSER** takes a grammar and generates a correct, complete, high-performance compiler in Pascal, although it is adaptable to other languages. The generated source code includes a lexical analyzer, and a symbol table and semantics manager. \$1,995.

QCAD SYSTEMS, INC.

1164 Hyde Avenue
San Jose, CA 95129
800/538-9787
408/255-5574 (in California)

CIRCLE 457 ON READER SERVICE CARD

101 Hands-on Micro Software Evaluations. Yours for just \$19 each!

The only way to really see what a software package can do is to try it out. But software evaluations take time—and money. And even then you can't be sure you didn't overlook something big.

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“Just one report saved me three nights of tinkering at a computer store on my own time. It's like having a consultant sitting right there at the end of the desk.”

—Bob Butler, Mechanical Engineer
Gillette Company, Boston, MA

Until recently these evaluations

were available only to subscribers to MICROCOMPUTERS, Data Decisions' 3-volume monthly updated information service. Now you can receive some of the same reports our subscribers get for only \$19 each, just by filling out and returning the order form below. If you include payment with your order, you'll avoid a shipping charge.

Data Decisions

20 Brace Road • Cherry Hill
New Jersey 08034 • (609) 429-7100

Data Decisions 20 Brace Road Cherry Hill, New Jersey 08034 • (609) 429-7100

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GD Power-Base
GE ProBase
GF R:Base Series 4000
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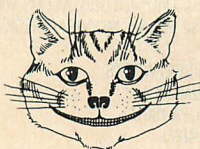
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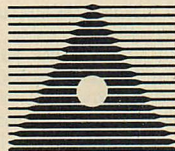
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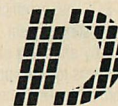
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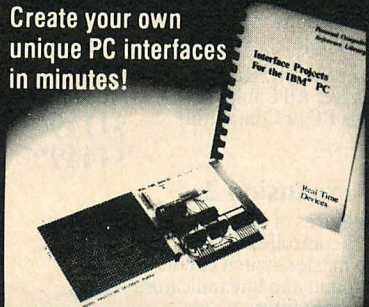
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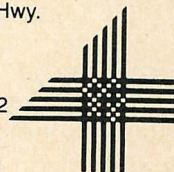
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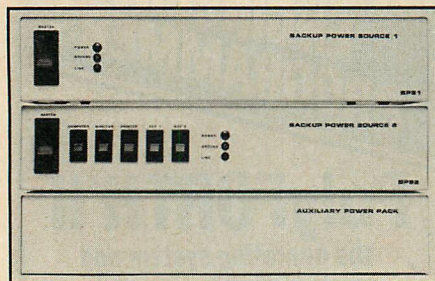
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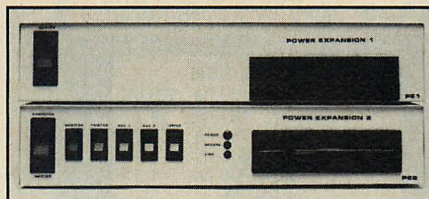
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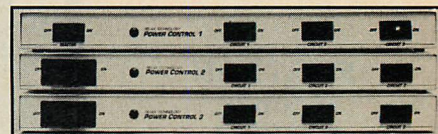
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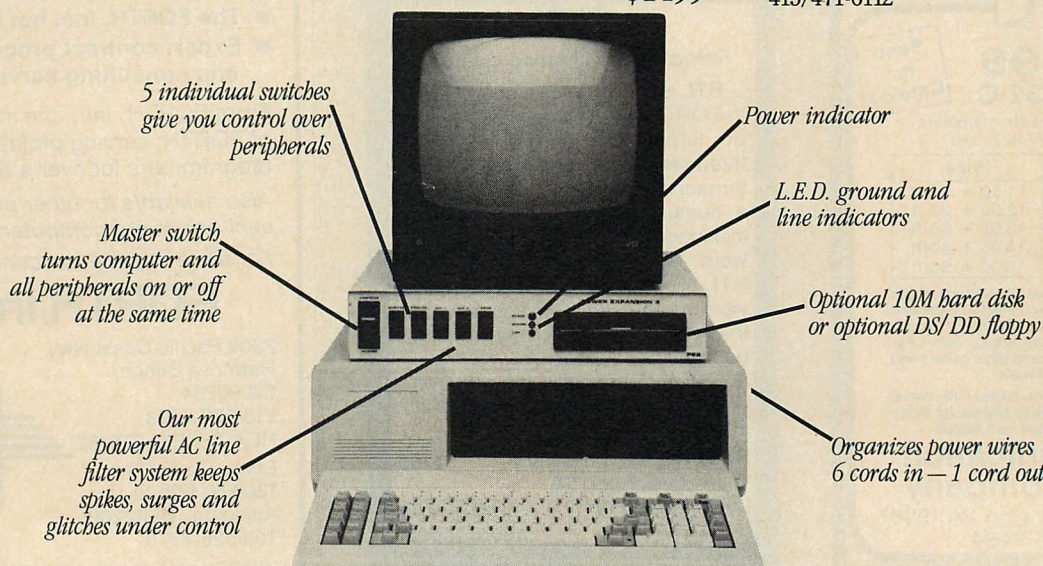
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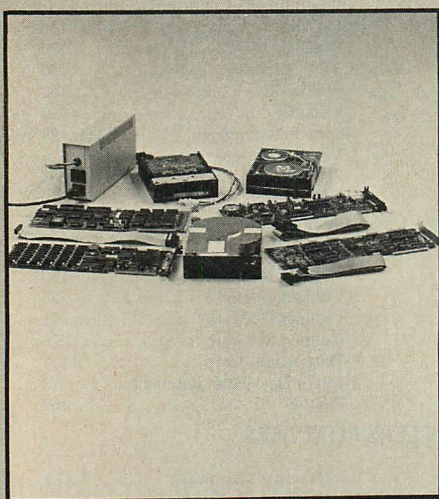
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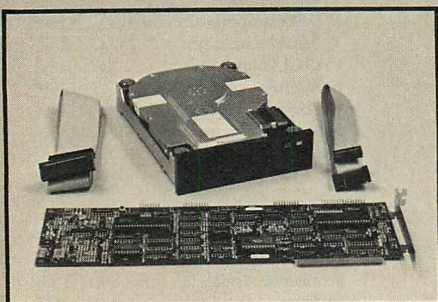
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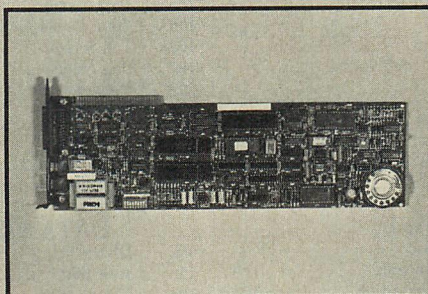


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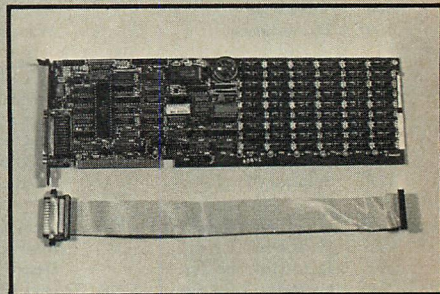
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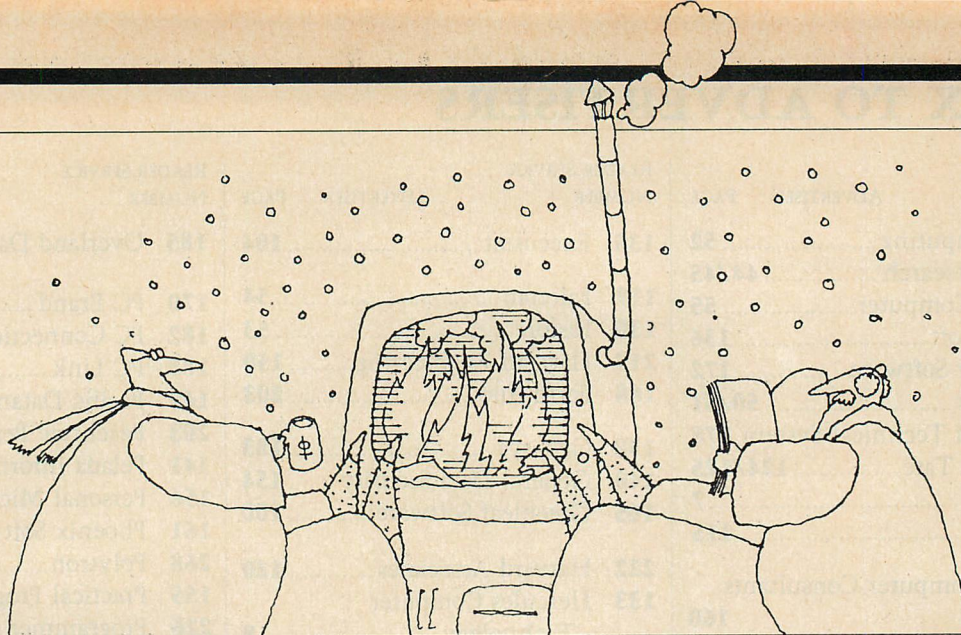


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JANUARY

January 13-16
12th Annual ACM SIGACT-SIGPLAN Symposium on Principles of Programming Languages
New Orleans, LA

Sponsor: ACM
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January 22-25
UniForum
Dallas, TX

Sponsor: /usr/group
 Contact: Richard Lewis, Professional Exposition Management Company, 800/323-5155

January 23-25
USENIX
Dallas, TX

Sponsor: USENIX Association
 Contact: USENIX Conference Office, P.O. Box 385, 16951 Pacific Coast Highway, Sunset Beach, CA 90742, 213/592-1381 or 3243

January 28-30
Office Automation Conference
Tucson, AZ

Sponsor: IEEE
 Contact: AFIPS, 1899 Preston White Drive, Reston, VA 22091, 703/620-8900

January 28-30
ACM SIGOPS Workshop on Operating Systems in Computer Networks
Ruschlikon, Switzerland

Sponsors: ACM SIGOPS (Operating Systems) and IBM Zurich Research Laboratory
 Contact: Liba Svobodova, IBM Zurich Research Laboratory, CH-8803, Ruschlikon, Switzerland

January 28-31
Communications Networks Conference & Exposition
Washington, D.C.

Contact: Bill Leitch or Nancy Hedges, CW/Conference Management Group, 800/225-4698 or 617/879-0700

FEBRUARY

February 4-6
1985 Office Automation Conference
Atlanta, GA

Sponsor: AFIPS
 Contact: Trudi Riley, AFIPS, 703/620-8952

February 19-21
Computer Graphics Exhibition and Conference
London, England

Contact: World Computer Graphics Association, Inc., 2033 M Street, N.W., Suite 399, Washington, DC 20036, 202/775-9556

February 25-28
Compton Spring '85, Technological Leverage: A Competitive Necessity
San Francisco, CA

Sponsor: IEEE-CS
 Contact: Glen G. Langdon, Jr., IBM Dept. K54/282, 5600 Cottle Road, San Jose, CA 95193, 408/256-6454

MARCH

March 4-7
Interface (telecommunications)
Atlanta, GA

Contact: Amy Marks, The Interface Group, 617/449-6600

March 18-20
COMTEL-85
Dallas, TX

Contact: Michelle Robertson, International Computer and Telecommunications Conference, 214/458-7011

March 20-22
4th Annual Phoenix Conference on Computers and Communications
Phoenix, AZ

Sponsor: IEEE-CS
 Contact: IEEE PCCC-85, P. O. Box 37125 C, Phoenix, AZ 85069

March 21-24
Comdex/Winter '85
Anaheim, CA

Contact: Amy Marks, The Interface Group, 617/449-6600

March 22-24
3rd Annual Maryland Computer Show & Software Exposition
Baltimore, MD

Sponsor: CompuShows
 Contact: CompuShows, Inc., P.O. Box 3315, Annapolis, MD 21403, 800/368-2066

March 25-27
Fourth Symposium on Principles of Database Systems
Portland OR

Sponsors: ACM SIGACT SIGMOD
 Contact: Seymour J. Ginsburg, Dept. of Computer Science, University of Southern California, University Park, Los Angeles, CA 90089-0782, 213/743-5501

March 25-28
IEEE Infocom 85
Arlington, VA

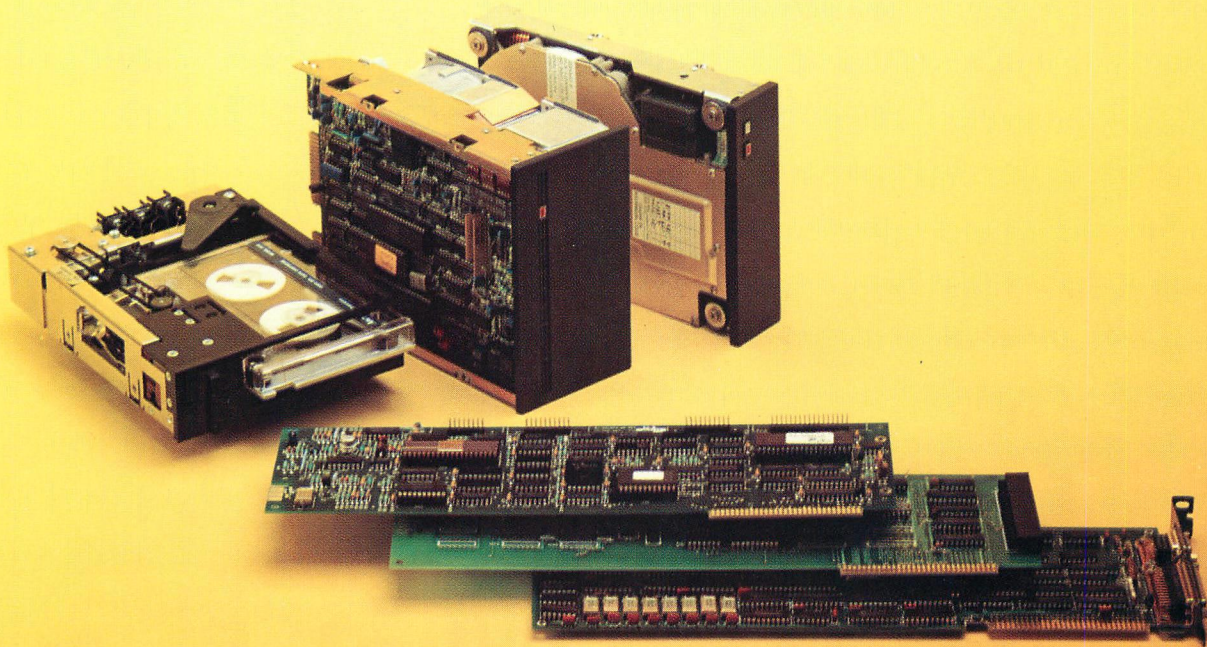
Sponsor: IEEE
 Contact: IEEE Infocom 85, P.O. Box 639, Silver Springs, MD 20901, 301/589-8142

March 25-28
1985 IEEE International Conference on Robotics and Automation
St. Louis, MO

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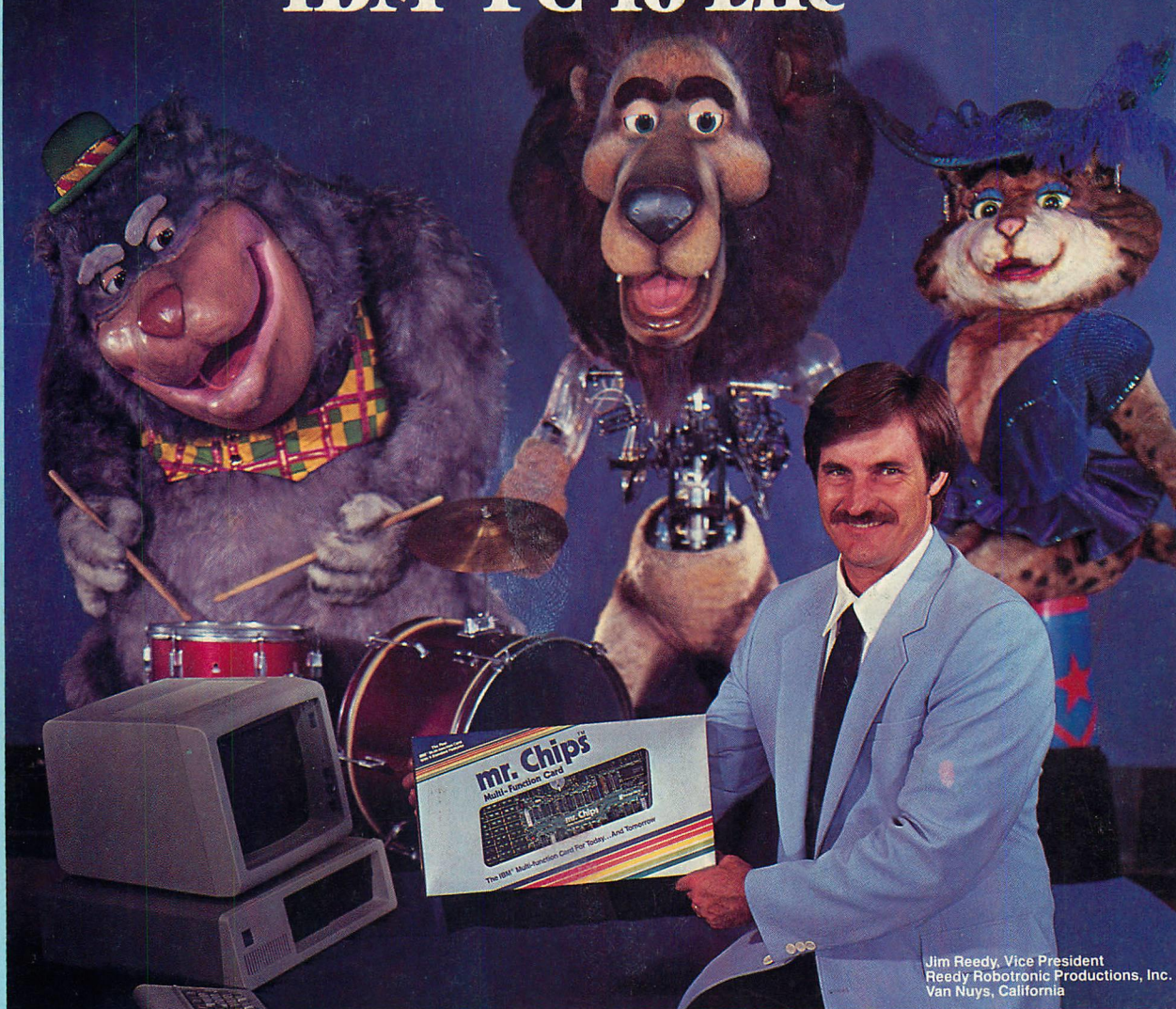
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